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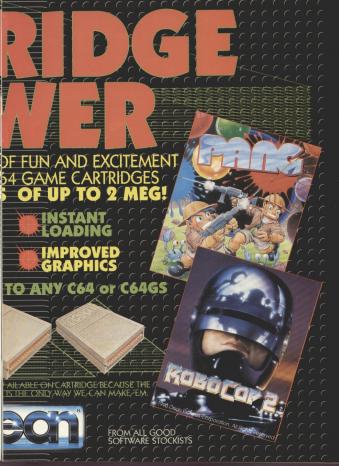
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EDITORIAL

Yes, it's the pages on which our Jazza spouts his views on anything he happens to be thinking about at the time rubbish, usually. Plus your chance to read about the people with brains like overripe grapefruit - in other words, the MEAN MACHINES team!

THE RATINGS

If you're a bit confused over the rating system (and if so, shame on you), here's your opportunity to get the lowdown on the way we rate the games. No expense figures in town!

NEWS

Check out the most up-to-date info on the console scene; upcoming games, new peripherals, and even Jazza's latest clever trousers. Miss it and be laughed at for evermore!

NEWS FROM

AMERICA The US has more Nintendos than any other country - and

quite a few Megadrives as well! All the latest inside news is rounded up here for your delectation and delight.

NEWS FROM JAPAN.

With the release of the Super Famicom, Japan is once again the centre of the console world. Want to find out what's happening in the Tokyo scene? Look no further!

MEAN YOB'S

MAILBAG Yob stands in for Marje Proops again as he responds

sympathetically to readers' emotional and personal problems - and laughs his head

0

Q+A

The world is full of sad, confused people who need Julian to show them the meaning of life. Here, the man in the loud rugby shirt answers all your questions, no matter how

TIPS

The answer to all your gaming problems, this month including a helpful guide to the first nasties in Ghostbusters.

SUBSCRIBE! 44

There have been many sad tales of kids all over the country chopping off their appendages because they can't find the latest copy of this illustrious mag. Avoid this horrific fate by subscribing TODAY!

POSTERS Your walls will love you when

you put these gorgeous posters up. Three examples of top Japanese art are there for the sticking-up!

HARTS

's where you can check out e best sellers on the Nintendo. ster System and Megadrive. y to get your teeth into.

OB'S GOSSIP 97

The sordid stories too shocking to be printed elsewhere are ollected here to disgust and rupt. Please avoid if you are nervous disposition

NEXT MONTH

Don't be disappointed when you reach this issue's climax - lick your lips and ogle at the upcoming features next month!

HELPLINE

22

If you're really stuck on a game, the MEAN MACHINES team will put their thinking berets on and try to come up with the solution!

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MEAN MACHINES JANUARY ISSUE FOUR

COMPETITIONS

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HOTLINES

Yet another fantastic array of phone-in competitions has been assembled by the hard working MEAN MACHINES team. Prizes galore are up for grabs, so don't delay - phone today!

MEAN MACHINES 83 QUESTIONNAIRE

This is so simple it barely qualifies as a comp! Just fill in the answers, and you could be one of the five lucky winners of £200.00 of software for your machine! Got a pen? Well, use it then!



FAMICOM 85 COMPETITION

Dai Ichi Consoles have been overwhelmingly generous with their prizes in this comp. The overall winner gets a Super Famicom, and three runners-up get a Megadrive! With loads of other prizes, this is one comp you'd be a total wally to miss-get scribbling now!

SUPER FAMICOM

Here's an in-depth review of the very best console ever (in our humble opinion); all the facts, stats, and software behind this utterly incredible new



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PREVIEWS

WORLD CLASS LEADERBOARD94

Golf - there's no escaping it, especially when the Sega is involved. Have a gander at this sneak look until it receives the full treatment in an upcoming issue.

HEROES OF THE LANCE

This classic AD+D adventure strolls on to the Master System, and we treat it to a MEAN MACHINES in-depth preview.



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MEAN MACHINES

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THANKS THIS MONTH TO: Bing Bang-Bing for the big bananas, and Tarquin "Jobbie" Donuts for trumping very loudly in Church last Sunday.

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WITH A BOW TIE!)
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Not much room to write my usual rubbish this month, you'll be pleased to hear, because the space is taken up with the results of all the MEAN MACHINES competitions we've judged so far. Did you enter? Well, your name might well be in the list below - check it out

A final quick word - Happy New Year to all you console owners! We confidently predict that 1991 is going to be the year of the console - if you thought that Nintendo and Sega were successful last year, you ain't seen nothing yet.

There's a whole load of incredible new games in the pipeline - keep reading MEAN MACHINES and you'll learn all about them...

MAIL MEN

MACHINES postmen look like, wonder now more. Pictured here are Rob and George, the guys that sort out all your mail! So now you know who to blame if your letter gets lost...

SUPER PICS

We've had some more super pics from your readers. Jim Sheppard from Monmouth in Gwent sent in the wonderful colour cartoon of the MEAN MACHINES gang - let's have some more, Jim! Jasvinder Bhiu of Southall, Middx sent in the super Christmas card. Danny Gasser of London N18 penned the MEAN MACHINES advert, and Russell Clamp sent in the pictures of our very own cult, Gary Harrod. Thanks to everyone concerned - we want more, more, more!



RESULTS

COMP HEAP

Needless to say, the response to the competitions in the first and second issues of MEAN MACHINES was incredible. Our poor postmen, Rob and George, are having treatment for their hernias at this precise moment. Anyway, we know that you're dying to hear who won the fabby prizes, so here goes!

PHONE LINE COMPS Guess who's the proud owner of a spanking-new

Gameboy? Peter Guthrie of East Lothian, that's who! It's winging its way to you now Peter.

The Turbografx, on the other hand, was won by Julie Hammond of Merseyside. She'll be admiring those amazing colours and listening to that stereo sound

within the week! Congratulations, Julie. The five Master System games have been snapped up by Malcolm Thompson of Cardiff, We'll be in contact to find out your choices soon!

G Henry of Portsmouth has won £150 of software for his (or her - which are you, G?) machine, a Master System. Again, we'll find out what you want in the next week or so

The Megadrive phone line was, unsurprisingly, the most popular. It was won by lucky old Wayne Doric of Leicester. No doubt he'll become even more popular at school now!

HANDY DANDY RANDY **BANDY COMPO!**

This not-to-difficult test was won by Gary Hussein of Knightsbridge (not exactly a slum, eh Gary?). The answer was of course Luigi, which was spelled in some interesting ways by many entrants! Still, congratulations, Gary, and expect a fabulous Gameboy in the post in a nonce.

IF I WON I WOULDN'T KNOW WHAT TO CHOOSE COMPO

The number of entries for this comp was stunning, and thanks to everyone who bothered to enter. Dai-Ichi Consoles UK, the wonderful people supplying the prize, have selected a winner; and it is...ta-da... R Beasley of Upton Park, London! As this is Oz's neck of the woods, he or she (please give your full name, people!) will be in good company. Just watch out for roving Hammers fans and those elusive tramps! Congrats, R, hope you enjoy your choice of a Megadrive plus game!

The second ish's competitions also had a phenomenal response. Here are the winners of the Hotline comps:

WIN A GAMEBOY

A glorious handheld will be winging its way to Helen Jones of Nottingham soon. Hope you enjoy the free Tetris game!

WIN A MEGADRIVE

This spanking new 16 bit machine has been grabbed by Simon Harley of Exeter. He's done himself as favour by entering this comp; let's hope he becomes a regular contributor to the Tips section!

JULIAN "JAZ" RIGNALL

Vak-tastic! No barber has been near this long-haired hippy greebo for years - no wonder he looks like a mad Yak. He promises to get his hair currently waiting for specially reinforced sheers to be imported from Latvia.
CURRENT FAVE GAMES: SUPER MARIO BROS
IV. MICKEY MOUSE, SNAKE, RATTLE 'N' ROLL



MATTHEW "MATT" REGAN
Quilf-tabulous! Matt is the MEAN MACHINAS Quilf
king. His hair is the neatest and tidlest in the entir
office. Only one barber, Alfonzô the scissor
maestro of Wanstead, is allowed to touch his
perfect locks. He also does a lot of good work for FOOTBALL, PINBOT, SUPER MARIO BROS IV

OZ "NAH, I WOZ RESTIN" BROWNE
Afro-docious! Oz is a nother dude with a severe
haricut. He was thinking about growing it into a
serious 70's Afro, and getting a pair of trendy bell
ends and platform wellies so he could pose down
his local disco. Fortunately he's decided against
this - he couldn't isand us laughing at him!
CURRENT FAYE GAMES. JOHN MADDEN'S
FOOTBALL, RINGSIDE ANGELS.





GARY "RUBBER BOY" HARROD Skin-sational! Gary recently had all his hair cut off we think he did it for charity, but nobody can stubble. Or is that a coconut with mange. Still, it FOOTBALL, MICKEY MOUSE, SNAKE, RATTLE 'N'

THANKS TO

Console Concepts (formerly known as PC Engine Supplies) of Stoke for supplying us with all the Gameboy games we reviewed this ish, as well as Hard Drivin' on the Megadrive.

RATINGS WORK

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews possible. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

8



SEGA £34.99

PRESENTATION 71%

GRAPHICS 820/A

SOUND 74%

PLAYABILITY 85%

Recommended to shoot 'em up fans

FORMAT: This icon tells you what type of cartridge the game is on -here's the full list:









GAME TYPE: These nifty icons show you what sort of game it is - here's the full list:













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MICKEY MOUSE COMING SOON



MICHAEL JACKSON'S MOONWALKER COMING SOON



Last month, MEAN MACHINES challenged Electronic Arts to play them at John Madden's Football. The gauntlet was taken up, and the two teams were brought together for an evening's entertainment

After initial knock-out bouts, Jaz turned out to be the MEAN MACHINES representative and Scott scraped through on behalf of Electronic Arts. The final was played in front of the considerable turn-out, and a rather disappointing match it turned ou

Sportsmanship took a back seat as Scott, who had apparently spent every hour of the previous week in training, exploited a shortfall in the computer referee's pass interference analysis with some very brutal coverage tactics, knocking Jazza's brave players for

JOHN MADDEN EL CTRONIC ARTS called for a return match, and MEAN

six every time he went for the ball. In the face of these dirty, low-down tricks, Jaz battled heroically, but eventually lost 59-14. Electronic Arts has already

MACHINES has This time we'll include Gary Harrod on the team and will respond to rough play with similar tactics! We'll bring you a report





Launched in late 1981, the Intellivision proved to be quite a rival for the Atari VCS. It sported better graphics, better sound and bigger memory - and even had a special speech cartridge which some games utilised, although it must be said that the overall effect was something akin to a rusty Dalek with laryngitis!

Plenty of games appeared on the machine, mostly arcade conversions of top coin-ops of the period like Defender, Donkey Kong, PacMan, Pole Position, Dig Dug, Popeye and Commando, as well as a variety of original games such as Dungeons and Dragons. Beamrider, HERO, Pitfall and Armour Battle,

There were peripherals too, such as the game unit, which incorporated a keyboard for use with specialised games and a range of educational







LOOK MA - NO LEADS!

A new intra-red, wireless joypad has been out in America for the Genesis (known over here as the Megadrive) - but it's available here as well. The Megadrive) - but it's available here as well. The Freedom 16, as it's known, comes from a company called Acemore, and features automatic rapid fire and its own ordiffe switch, so you can save the batteries its own ordiffe switch, so you can save the batteries are those who are fed up with getting their leads tangled and having to sit so close to the Megadrive. The ordinary to contact Console Concepts (formerly PC Engine Supplies) on (7922 213993 for more information.



GAMEBOY GOES BANANAS

If you're a little peeved at the lack of official British Gameboy releases recently, take heart - Nintendo have just sent us a list of tiles you'll be able to get during next year. They stressed that this was a provisional list, and other tiles may be added!

From January to February, Fortress of Fear (Wzards and Warrors), Spiderman, Gargoyle's Quest and Double Dragon will appear in the shops. During March and April. Chess Master and Dr. Mario will become available, and Mario will become available, and the spider of the short of the

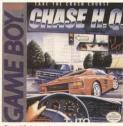
Not a bad set of games at all.

And we'll be reviewing them in
MEAN MACHINES as soon as we
can get our hands on them!









Chase HQ, the popular car-chasing coin-op, is about to appear on the Gameboy. According to those who've seen pre-release version, it's an amazing conversion which features all the thrills and spills of the original! Sounds like one to look out for!





EW YEAR STEE ENTER THE WORLD AMICON NEW YEAR SPECIAL



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VISITOR'S WELCOME - RING FOR AN APPOINTMENT

NOW. IT SYCUIT TURK

Back to the Future fans will be pleased to hear that the two sequels, Back to the Future il and ill are to appear logether on a single Nintendo cartridge. Featuring platform levels based around both lifam, take control of Marty McFP, as he battles Bif Tanneyor ancestors and offspring through four separate lime zones - 1885, 1965, 1986 and 2015 it all looks pretty good fun - we'll bring you more news as soon as we have a UK release date.

NARC OFF!

William's highly popular and ultra-gory scrade game, NARC, has recently been released on the Nimethod in the U.S. Incorporating many of the original coin-op's features, it's up toyo (and a second player if you have a frend around) to go against Mf Big's army of drug-crazed no-good hoodiums. Since they're nasty drug-dealing types, you've got carte blanche to use everything in you power to blast them away - you can shoot them with machine guns, blow them up with your rocket launchers and even nut hem over in your flash Proschel Sounds like a lorra, lorra laft so us well give you a thritter update later this year.



NEWS S

JACKIE CHAN'S

ACTION KUNG FU

Maga kung-fu personality and film star extraordinary, Jackic Chan, has recently endorsed a new Nivitendo game in the U.S. Jackie Chan's Action Kung-fu has, as your giptle teckpe, plenty of beat fem up action as you guide Jackie past milent laws pits, fight tigers and wilk through rysts filled with the unlead on the way to facking in the Prince of Sorcerers, who's been causing a bit of a rot down at his manny. It looks causing a bit of a rot down at his manny. It looks disappointed to learn that there's no official British refease date as well.













SHADOW DANCES IN

Revenge of Shirloth out has neither the addictive qualities or the challenge. Ardent Shinobi fans will get some pleasure out of this, but we were all disappointed by



RINGSIDE **ANGELS**

If you enjoy watching women's wrestling, you'll certainly get a kick out of the latest Megadrive game to be released in Japan. Suzuki's Ringside Angels, endorsed by Japan's glamorous (and very talented) top wrestling star Suzuki, puts you in the ring with a variety of other famous fighting females.

The idea is to wrestle your way to the top by defeating your foes in one-on-one bouts. There are a variety of different moves available to the player, and battles can be fought out of the ring as well as in it! Although the graphics are nothing special, the great gameplay, two-player option and slightly pervy moves resulted in this going down a storm in the





Hole in One Professional, a new golf game soon to appear on the Super Famicom, looks utterfy incredible! Utilising a special 3D graphics chip called the Polygiser gorgeous 3D graphics are ted to make this the most ic golf simulation yet seen Just check out the screen shots and see what we mean!







14

FROM

JAPAN





MEGADRIVE

HARD DRIVING?

CONSOLE * QUEST

Tel: (0903) 693623/63786 Office hours: 10am-1pm 2-9pm Monday to Friday



Oh boy, January Sales already. So January Sales it is. How can we at CQ appeal to the Gaming Masters (Persons), except by using our charm, wit and good looks and yes, yes our alarmingly low PRICES.

How does the sale work! All NEW game prices have been reduced by at least £2 g. STRIDER was £42, now £40 or MICKEY MOUSE £33, now £31. All NEW PC ENGINE prices have been reduced by £4. The prices as ever include Post & Packing, Ring in for your SPECIAL DEAL.

We supply both new and second hand console machines and games. We have the latest to the oldest, from DYNAMITE DUKE to ALEX KIDD. The prices for the games range from £15 to £45. If you own a NEO-GEO you may join the OFFICIAL U.K. CLUB through us, please ring. Below are examples of new games that we have in stock:—

GAMEBOY

ROBOCOP?

PC ENGINE

MURDER CLUB?

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SHADOW DANCER	AFTERBURNER II	TMNT'S	BASEBALL STARS
MICKEY MOUSE	RABIO LEPUS	SKATE OR DIE	CYBERLIP
JUNCTION	BATMAN	FI-BOY	VIETNAM 1975
HEAVY UNIT	.F. SOCCER	GHOSTBUSTERS II	NINIA COMBAT
J. MADDEN FOOTIE	LEG. AXE II	RADAR MISSION	RIDING HERO
GRANADA X	GOMOLA SPEED	F. OF FEAR	GOLF
WONDERROY III?	STRIDER 2	GREMIINS 22	SKY SOLDIEDS

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NEO-GEO

JOY JOY PUZZLE?

NINTENDO





Wily is a bit of naughty chap, isn't he? After somehow escaping the near-fatal pasting you gave him in Mega Man 1, he's back - but with eight more mechanised meanles to protect him. Enter Mega Man, a streetwise super-robot fresh from success in the original game. He decides that the evil Dr Wily must be taught a lesson once and for all

Before departing on his voyage of destruction and platform leaping adventures, Mega Man pauses only to scoop up his Electro-Death Cannon and communications unit, so he can keep in touch with his creator, Dr Light. There are nine levels in Mega Man 2. Eight of them are the stomping grounds of Wily's robo-cronies and these can be played in any order. Level nine (Wily's domain) can only be visited when the other eight have been conquered and there's plenty of surprises still be to be uncovered once you



▲ Dr Light keeps in touch...



MESSAGE FROM DR. LIGHT.

▲ Travelling the skies in Air Man's domain!

COMMENT



Every time I play Mega Man 2, I just seem to like the game more and

entertaining has been crammed in. The graphics are varied and possess smarting detail to graphics are varied and possess smarting detail to graphics are varied and possess smarting site of the sound can't be faulted either with graphility that really makes this game so brilliant. The programmers must have spent months racking their brains to come up with the mind-warping puzzles seen here: If put this simply, Mega Mena with unsurpassed addictive outsities. Buy it as soon as possible of the programmer of the programmer. qualities. Buy it as soon as possible.











NINTENDO



▲ Dr Light keeps in touch...

Or Wily's new, improved meanies aren't exactly the most hospitable folks in the game to say the least. Each has a powerful special weapon that could spell doom to our Mega hero! However, but them up and Mega Man can confiscate their weaponry and use it for his own ends.



BUBBLE MAN: Wily's weakest creation, Bubble Mar equires just a few hits from the Electro-Cannon to and him packing. His special power is "Bubble-Lead hich isn't very powerful but is pretty useful for incoming it for below the



asn Man's domain.
SH MAN's After negotiating screens of slippery orms meeting up with Flash Man isn't exactly an op prospect. His "Time-Stopper" freezes yithing, enabling him to finish you off without any ference, If Mega Man could get his hands on

METAL MAN: Probably one of the toughest of Wily's henchmen. His "Metal-Blade" is the best all round weapon and can be fired in eight directions! But first you've actually got to get through the Metal domain hi lives in, and that ain't easy...

















Foes of all shapes and sizes tremble before

LET THERE BE LIGHT!

If Mega Man disposes of some of Wily's more dangerous robots his creator, Dr Light, will beam across some of his latest creations ready for instant use.



ITEM 1: Enables Mega Man to create his own platforms that rise upwards - essential when our hero needs that extra bit of height.



ITEM 2: Special Jet-Sleds streak across the screen horizontally, and our hero can use these as moving platforms - just the ticket for avoiding some of the game's nastier platform puzzles.



ITEM 3: Again, another kind of platform is created when Mega Man uses this item. These platforms become around until they hit a wall, which it will then follow upwards before vanishing.

Slippery floors abound in Flas., Man's level.

PLATFORMS 'N' TRAPS

So you think that nine levels of platform excitement isn't quite enough for you? Think again! Mega Man 2 uses every dirty trick ever seen in any platform game! Take Heat Man's stomping ground, for example. Here, platforms have a peculiar tendency to suddenly disappear from under our hero's feet - just when the next step to safety appears! Air Man's level is another good example of the type of dirty tricks this game has in store for you. Mega Man has to jump onto moving platforms, which may not sound too strenuous, except for the fact that an enemy sprite is already on there ready to attack! And once the first eight levels have been completed (and there's literally months of play in doing just that) there's another surprise in store. Dr Wily's castle isn't just one level. It's been split into four smaller sub-stages each packed with some of the most fiendish platfor nuzzles vet seen in a console

gamel



A TOKEN BONUS

Shooting the enemy sprittes usually yields some - kind of mega bons that Mega Man can collect. The majority of power-ups come in two sizes, and obviously larger locus are likely to have more of an effect than smaller ones. Energy pearls and weapon re-energieses are two of the more frequent locus. But lucky players may be able to find extra men and special pods that enable Mega Man to claim extra energy - very useful if the end-of-level boss is giving our hero a bit of agoro.



Switching between your amassed weaponry couldn't be easier. Simply pressing the start buttons pauses the action, and it's here that you choose your new weapon You can tell when the new weapon



NINTENDO

DIFFICULT ESS START



RELEASE DATE: JAN GAME DIFFICULTY: MED/HARD LIVES: **CONTINUES: UNLIMITED**

SKILL LEVELS: 2 RESPONSIVENESS: MEGA







Great intro screens and a superb feel to the game itself.

Probably the greatest variety of backdrops and sprites yet seen in a NES game - and they're all brill!

Funky tunes and spot-on effects compete for

the player's attention.

Mega Man's a joy to control, and getting your

hands on the extra weapons makes it even betterl

Nine levels to keep you going and they're aren't easy. If you do complete the game, why not try adjusting the difficulty level?

A totally amazing NES platform game that simply MUST be purchased as soon as possible!





▲ Mega Man enters the domain of Bubble Man!



Wahey! Mega Man is back, and this time he's brought... er... I don't know. What has he brought? Well, fab graphics for one thing. The sprites and backdrops are

the fire-spilling robe dogs which up the list when they're oasiling you like the original Mega Man, you like the original Mega Man, or the game each it gameplay is beautifully balanced, letting you get just a little bit further into the game each time you play. There are some incredibly tricky parts of the landscape to negotiate, and you have to do a fair bit of thinking to work out how to get past them - but there's always a way Mega Man 2 is one of the finest platform games ever seen - invest your Christmas money in Knowl. ▼ Watch out for the disappearing platforms,

Mega Man!



has been selected, decause Mega Man's chameleonic costume, changes colour. Your stored energy canisters and Dr Light's useful gifts can also be utilised on the pause screen, before getting back to the real task of giving Dr Wily a right royal kick up the backside.





price of gaming has gone down, relatively speaking, and quality has improved massively - nowadays you can spend £35.00

The YOB, the scourge of the mailways is back gain, beandshired his black gain in the second of the mailways is back gain. The second has been and preparing to answer all your scribblings. If you've got something interesting to say, or have pictures, photos or anything that you think YOB will find interesting, why not will interesting why not make a work of the second has been as the seco **THOSE WHERE** THE DAYS

Helio MEAN feillow, I haven't seen my first letter printed yet but so what eh? Anyway an article in issue one made me think. Yes, I did eat all my rusks last night. The article concerned was about consoles we once loved, the console under the spotlight: the good old Alari VCS. Once upon a time when I lived in consoler when I lived in the consoler when th

types of snooting to de other with tanks and planes and in those days, when Breakout and invadors ruled her roots, it was the business. The carnidges were about CSO 00 a throw and it would be considered to collection with the lakes of River Raid, Pitall, and Progue! Time went of and the VCS was Time went of and the VCS was replaced by a 64 with in future as the control of the control of

I CAN'T TEST THE GAMES

Congratuations on giving us suc a good mag on consoles which has been needed for a while nov Again I see that Judian Rignall is part of another great mag. But I'm annoyed I went arout he computer shops in my area and saw Megadrives. Nitentacos and Master Systems all lined up next to each other. But guess what I here were all turned off linstead of showing the graphics, sound and gameghay, all they

Admittedly not all places are like this. But why can't they understand that not everybody wants a free play, with no intentio of buying a game?

of buying a game? Stephen Jones, Pontesbury, Shrewsbury

Vivial it is a graph of the season of the se

DISAPPOINTED WITH SEGA GAMES

Dear MEAN YOB, Lam a disappointed owner of a Sega Master System and I am looking loward to getting a Megadrive from my Dad. The problem with the Sega is that the games are too easy and repetitive. I have completed Double Dragon in a day, Golden Ase in a day and a hall, etc. Are the games on the oscillary it also want to know if the oscillary? I also want to know if the pattern of the Andrew Steller Kort!

Power Base Converter is worth general general

A PROUD MEGADRIVE OWNER

Dear MEAN YOB, By the time you read this letter will be the proud owner of a Megadrive and there are a few things that I find only the YOB could answer

There is no denying that Megadrive software is a bit pricey for the average pocket money from stingy parents. So what I want to know is if the old software will become cheaper or new budget

I desperately would like a driving game for my Megadrive, so please could you tell me what, in your respected opinion (creep), is your favorite racing game? Oh and MEAN MACHINES is

the wickedest console mag around - when can i subscribe?
Austin Stanniland, Retford, Notts
VOB: Super Monaco GP is the
best Megadrive racing game
around, Software might come
down in price - but not for at
least 18 months, so you'd better
get saving.

MARKS TOO LOW?

Dear Well 'ard mega YOBI How come reviews in C+VG are higher than those in MEAN MACHINES eg Golden Axe: C+VG's Overall rating was 95%, MEAN MACHINES Overall rating was 91%?

From your greatest fan, Michael Creenow, Shirley, Solihual VOB: Opinions differ, old chum. Proportional marks system on MEAN MACHINES both reviewers (ight and have punch-ups and come up with a mark that they're both happy with. However on C-VG, it's just one person's view. However, C-VG's system is soon to be changed.

CONFESSION TIME

Dear MEAN YOB, for I have sinned. My confession is that whil I was away on holiday last month missed the first issue of MEAN MACHINES. I ask myself how could I do such a thing, if issue tw is anything to go by.

missed the fabulous screenshots (more than the usual 2-3 in most mags), the excellent reviews and rating system, the brilliant news section, and much, much more.

from the edge of abandoning the console scene altogether. But you mag has shown me the true path. I must humbly ask if there is a possibility of obtaining a back issue?

Yours hopefully.

Paul Welsh, Lavenham, Suffolk YOB: Do ten Male Hairies, then stick a cheque or postal order for £2.50 (made payable to MEAN MACHINES) in the post and send it off to: BACK

MEAN MACHINES REVIEWED

Dear YOB, I think MEAN MACHINES is totally mega so I decided to review it, so here goes: ISSUES, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get a move on, because stocks are low.



Stevie T, Filton, Bristol
YOB: The team's egos have
been so well and truly bloated
by your ratings we've had to get
a new front door installed so
they can get them into the
building.

PRESENTATION 98%

Brilliant reviews and previews and loadsa screenshots, just what everyone wants! Occasionally let down by hard-to-see text though.

GRAPHICS 9

Amazingly brill pics, mostly very small, but a few huge ones to be found.

OUND

The occasional rustle, but that's as far as it goes!

Wickedly easy to read, funny (on the odd

occasion) and interesting, informative reviews.

LASTABILITY 97%

You'll still want to be reading it weeks and weeks after you buy it, even though you'll already've read it umpteen times.

OVERALL 98%

An utterly brill mag that you'd be nuts to miss.



It's questions and answers time again, with another mountain of queries for me to answer. How do you think them all up? Who knows - but keep on asking, and I'll keep on answering. Except for dumbo questions like, "tell me every game that's coming out on the Megadrive", or "list every game on the Master System and how good you think they are". I said it last month, and the month before that and I'm saying it again - make vour questions reasonable please, or they won't be printed! If you've got a burning question you want the answer to, write to: JAZZA'S Q+A. MEAN MACHINES PRIORY COURT. 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your questions are intelligent, I'll answer

IS DJ BOY ANY GOOD

Dear Jaz. I recently bought a Megadrive and am thinking of buying DJ Boy for it. Please could you tell me if it's any good or not. And can you recommend any other games. William King, Redcar, Cleveland JAZ: It's not bad, but it's a bit easy. If you want to know more about it, check out the Complete Guide to Consoles Book IV - it's on-sale now and has reviews of every Megadrive game available.

TELL ME ABOUT IT...

Dear Jaz As I am getting a Megadrive and I am very interested in a few facts about the machine that the God-like people at Sega gave us. Firstly, what is the storage capacity of an average Megadrive cartridge? Secondly, what is the free game Altered Beast like? Christopher Middleton, Middle Herrington, Sunderland JAZ: A Megadrive cartridge can store up to 8-megabits of information - that's 1024K, or

one megabyte as it's known in the trade. Most cartridges, though are either 2 or 4-megabits. Altered Beast is alright as a freebie - it's a good copy of a fairly ordinary arcade game - but don't expect it to keep you occupied for long.

PERIPHERAL PFRIPHERY

Dear Jazza

Apart from the CD-ROM are there any other hardware accessories coming out for the Megadrive in the near future? I think it would benefit from a four-player joystick adaptor so that multi-player games can be played.

I know you might say consoles aren't made for flight sims but how would you play one on a console without any form of keyboard? How do you save games without a disk drive? Also I have been saving my Golden Goals on Kick Off II. is this kind of saving

possible if a suitable peripheral was brought out for the Megadrive? Dave Birch, Boston, Lincs JAZ: Rumour has it that a keyboard and disk drive are being developed for the Megadrive - but when they'll be

released is a mystery. You could easily play flight simulators on a console. If you used two controllers there'd be more than enough buttons to go round the main joystick and missile/chaff/guns could be on the one you hold, and secondary functions like thrust/map/waypoint etc could go on the other. Finally,

battery-backed RAM is all you need to save games - most large RPGs already feature this system.

JUST FIVE THINGS...

Dear Jaz.

Some questions: 1. Are Ocean planning on doing any conversions as they have a library of excellent games? 2. When will Strider be officially available? I can't wait! 3. Do you know who, if anyone, has the licence for Capcom's Final Fight?

4. Are there any plans for cheaper games like the Sega Master System has? 5. And finally, are there any plans to convert the following games to Megadrive: Off Road Racer, NARC Robocop, Pang, Gauntlet, and any Super Mario game? David Pashute, Exeter JAZ: 1: Ocean are working on a Nintendo version of Robocop II but none of their back catalogue will appear in any console form apart from Robocop on the Gameboy. 2: February. 3: It's only scheduled to appear on the Super Famicom, and doesn't look like it'll appear on the Megadrive. 4: No. 5: No, no, no, no, no and no.

GAMEBOY QUERY

Dear Jazza, 1. Can I use imported cartridges on my British Gameboy?

2. When will Super Mario Bros III be released on the NES? 3. How much does the rechargeable battery pack for the Gameboy cost? Neil Currie, Alloa, Scotland JAZ: 1: Yes. 2: Later this year hurrah! 3. Check your Gameboy stockist and ask there.

BASEBALL **FAN WANTS IT** BAD

Dear Jaz,

I have just purchased a Megadrive. Could you please help me: I have been a fan of American Baseball for some years, and I have played Hardball on various computer formats, the best being the Amiga.

So all I would like from you is to know what baseball games are available for the Megadrive, which are best, and why. D Staniforth, New Moston,

Manchester

JAZ: There's only one, Super League Baseball, and it's being officially released in the UK later this month (I think it costs £29.99). It's a very good version of the sport, boasts excellent graphics, animation and sound and knocks the Amiga version of Hardball for a home run. So now you know.

them...

NINTENDO KNOW-HOW

Dear Jaz I am getting a Mattel version of the Nintendo, Could you please answer these questions:

1. What do you do if you want to play American or Japanese Nintendo games?

2. Are the graphics for the Mattel version worse, better or just the same as the American or Japanese versions' games? David Moffatt, Mallaig, Scotland JAZ: First of all Mattel versions of the Nintendo are exactly the same as any other UK Nintendo available at the moment - it's just that they were originally brought in by Mattel, not Nintendo. In answer to your first question - you wait for them to come out over here because they don't work on UK machines. And secondly, the graphics are absolutely identical

to the American and Japanese

versions. So stop fretting.

A CRUDE QUESTION

Dear Jaz. For Christmas I'm getting a Megadrive and I would like to know if my favourite coin-op. Crudebusters, will be coming out for it. I think MEAN MACHINES is very smart and classy. M Kearn, Widley, Hants JAZ: Rumour has it that Crudebusters will appear this Autumn - keep watching MEAN MACHINES and we'll bring you a further update later on this year.

A LOAD OF SEGA STUFF

I own a Master System and soon a Megadrive and have some questions I would like you to answer 1. Is Bubble Bobble coming out on

the Megadrive or Master System? 2. How does the Master System Light Phaser work? 3. Does the Phaser work on the Megadrive?

4. Why not have a High Score page for the consoles you review? 5. You mentioned that Sega are

making a 32-bit machine - is this more powerful than the Neo-Geo console and will it have a converter like the Megadrive Power Base Converter that will run Megadrive and Master System games?

Marcel Price, Penllergaer, Swansea

JAZ: 1: No - you'll have to buy a Nintendo to play Bubble Bobble. 2: That's a stupid question to ask and you don't need to know the answer - anyway, it'd take up two pages to answer and you still wouldn't understand it. 3: No. 4: Because Terry says we can't, 5: Flipping heck! They've only just started to design the machine and you expect me to know everything about it. Wait and see.

MEGADRIVE

QUICKIES Dear Jaz. Guess what? I've got some questions for you!

1. Do you really only get one joypad when you buy a Megadrive? 2. Will Gauntlet appear on the Megadrive?

3. Is there ever going to be a Golden Axe II? 4. When the Megadrive CD-ROM is here how much will the games

Alan Warn, Cambridgshire JAZ: Guess what? I've got some answers for you. 1: Yep, you only get one - but you can buy extra ones on their own. 2: There are no plans at the moment, 3: Sega apparently are working on a Golden Axe II coin-op, but whether or not a conversion will ever appear on the Megadrive is another thing entirely. 4: For the last time, it'll appear during the Autumn of this year and will cost about £120.00. No more CD-ROM questions please, they're boring.

THESE ARE **EXCITING**

Door Jaz I think MEAN MACHINES is totally great, and all other mags are useless by comparison. 1. Any chance of these on the

Nintendo? Missing In Action, Aliens, Wardner

2. What do you reckon on these? Ghosts 'n Ghouls, Kung-Fu, Metal Gear

3. What happened to the promised First MEAN MACHINES arcades column, in issue 2?

4. Who is Dwayne Minton? Keep up the good work! Stuart Baulk, Hemel Hempstead, Herts

JAZ: 1: Aliens might appear later this year, but the rest are doubtful. 2: All pretty naff - get Megaman 2 or Snake, Rattle 'n' Roll instead, 3: It was dropped in favour of extra reviews. 4:

He's a thickie everyone hates - if you see him, stay away 'cos he smells.

LIGHT ENTERTAINMENT

Dear Jaz.

Please could you tell me if a Light Gun is coming out for the Megadrive.

Sian Jame, Mid Glam, South Wales JAZ: As far as I know, there won't ever be a lightgun for the Megadrive.



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Can't be bothered to work your way through the game? Well, K Worral or Preston, Lancs has a useful little tip. Enter this code:

65BB BXII BFEX.

It will take you to the Superbowl match, and if you win you'll be treated to an end of game sequence!

ARNOLD PALMER'S

To access a secret game of

Fantasy Zone, start a new game, and take 100 strokes on any hole (without sinking the ball). The words Game Over will appear: press Up. Up. Down, Down, Left, Right, Left, Right, and Button A. Now you're in Fantasy Zone! What a whooper, eh?

BUSTERS

Lee Westwood also has a cheat for this film game. Enter DN as your initials and then the following code:

315879632.



Lee Westwood, who lives in

Dagenham, Essex has a crusty of cheat for all you bike freaks out there. On the title screen hold down A, B, C, and start, and a menu appears allowing you to choose the level, time, sounds, and the text to English (if on an imported machine). To complete the game in original mode enter this code:

5FF3F546F35564 FFOSLPIMFJQNKS.

MEGADRIVE

THUNDERFORCE

Salman Khalique of Hampstead, London has a quickie for fans of this great blaster. When the Emergency warning comes up on the Haides level, go to the right of the screen - the boss enters from the left. To get all the weapons pause the game then press Up 10 times and then press Down and B continuously until all the weapons

At the end of the Orn Base, during the Emergency stage, wait for the four blocks to appear, then pause the game. You'll notice that each block has four arrows on it; the yellow arrow shows which one will move next, and where,



At the beginning of the game, while the Master is laughing, press the joypad down, then press Buttons A, C, B, C, and A: you should now be able to start where you died, with full energy. Thanks to Daniel Bertozzi of St Saviour in Jersey for that.





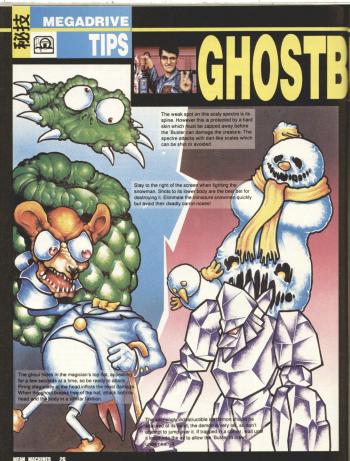


WORLDS In two-player mode, let one player buys all the best equipment in the





Happy New Year! We kick off 1991 with a pretty spectacular tips section. Not only do we have a load of highly useful mini-tips, but we've also got super-duper Ghostbusters tips to help you Megadrive players out there. If you're a dab hand, as they say, with a joypad, why not write in to MEAN MACHINES and share your secrets with the rest of the universe? We'll definitely print your tips if they're any good, and if they're the best we receive that month, you could even win the monthly prize of £150.00 worth of machine! So get your writing trousers on and send your tips or maps to: MEAN MACHINES TIPS, PRIORY COURT, 30-32 FARRINGDON







Staying on the platform opposite the fiery face helps in

avoiding its attacks. The face can be defeated by shooting at its mouth - so keep on your toes!

Attack the fire dragon's head and avoid its fiery

breath. Nothing could be simpler!

Keeping to the centre of the screen is the best way of avoiding the coloseal arms of Mr Staypuft. Shoot at his face, and when its eyes glow be ready to evade its deadly laser beams.

> The flying Cyclops has a protective shell which only opens to allow it to fire a powerful laser. When this happens, move away and fire diagonally into its green body.

NINTENDO



BUBBLE BOBBLE

This incredibubble game contains 2 worlds - Bubble Bobble and Super Bubble Bobble, each with 113 levels! Quite a handful, but these handy codes, sent in by Matthew Johnson of St Helens in Merseyside will let you see some of the later screens:

EECJJ: Level 112 on Bubble Bobble. BBAJI: Level 1 on Super Bubble Bobble.

FCGFJ: Level 61 on Super BB. EECFG: Level 112 on Super BB.







SLAP SHOT

When playing from right to left and pucking off (oops, must be careful not to mis-type that), get the puck to the player at the top of the screen (button 2 should do this). Now run it forward to the half-way line and press Button 1. Providing the game's on a low league setting, the puck should go straight into the goal!

TROJAN

To gain a continue press up and start simultaneously on the game over screen. Paul Evans from Quinton in Birmingham sent that in, so mucho gratias to him.

GAMEBOY

NEMESIS

Salman Khalique of Hamostead in London has a neat cheat that lets you gain all the weapons. Pause the game and gress Up. Up. Down, Down, Left, Right, Left, Right, B, A, B and A, and lo and behold, mega-destructive powers are yours for the using and abusing.

TETRIS

Here's a cheat that makes the game harder! Press down and start on the title screen, and you'll get a little heart by the level number while playing - this means level 9 becomes level 19, etc (and virtually impossible, needless to say). Glen Uren from Woolford in sunny Lancashire supplied that.

TURTLES

To choose any bonus level, press Select on the configuration screen, then A and B while still holding the Select button. A question mark should appear at the end, choose this and you will have a bonus level of you choice! You can thank Delroy Bennett of Smethwick, Warley for sending that in.



MASTER SYSTEM

TRANSBOT

Here's a quick one from Paul Elmore of Aylesbury in Buckinghamshire for this rather crappy little shoot 'em up. The easiest way to kill the final monster is to use Firepower A for normal fire, and Firepower B for beam.

CAPTAIN SILVER

This game is a right load of tosh. However, if you're lumbered with in and want to continue after you've died, press up and both buttons at the same time and you can restart. Hooray! Oh yes, Lee Westwood of Dagenham, Essex was the kind soul who supplied that.

VIGILANTE

To get to any level, push the joypad top left, and push Buttons 1 and 2 at the same time. Tony Bishorek from Belfast sent that





QUARTET

To begin the game with wider shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donavon from Leicester were the kind dudes who posted that one to us

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Can't find that vital super sword to beat the final quardian in your favourite game? Are you constantly being beaten by some seemingly indestructible super-baddie or other? Well, here's where your problems can be sorted. Write in to the **MEAN MACHINES Tips** Helpline with your question, and Julian "Jaz" Rignall, Captain of the UK Video Game team will see if he can supply you the answer. If not, we'll throw the question open to other readers, who might be able to help. Write to: MEAN MACHINES TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU.

Oh, by the way. When you write in, don't just say "I'm stuck in Shinobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay? Also, state what machine the game is on. I had a letter from Hiuman Lee this month asking for help on Batman - was it on the Megadrive, Nintendo or Gameboy. I'm not a flipping mind reader - so make sure you write with all the details otherwise you won't get any help! Finally - don't send me any stamped addressed envelopes - I don't reply personally 'cos I haven't got the time. Only send a stamped addressed envelope if you're writing to a Megaplayer.

NOT VERY Y'S

Is there a trick to defeat the final boss, Dast Dark, in Y's, I'm completely stuck. I hope you can helo

help. Lugi Ruflaldi. Firenze, Italy JAZ: Before confronting him, JAZ: Before confronting him, equip yourself with all Silver Arms. Touch him and the platform will take off and fly into space. He starts flying around throwing fireballs. When he's touched, a part of the floor disappears and cannot be walked on. Use this strategy.

NORTH IN THE STATE OF THE PARK Z IN THE STATE OF THE STATE OF THE PARK Z IN THE STATE OF THE

A FEEBLE PROBLEM

that.

Dear Jaz,
No matter what I do, I can't get
past the huge creature at the end
of round one on Fantasy Zone on
the Master System.
Clive Wraight, Reading, Berks
JAZ: Just shoot it rapidly in the
mouth and dodge the things
that come out. It's as simple as

Touch him when he's at the edge of the screen so you don't knock out the centre first, making it difficult to run around. Make every hit count. If possible follow him around the screen constantly touching him. Once he's defeated, the last book hidden in his cloak is received.

PHANTASY STAR PROBLEM

Dear Jaz,
I can't get the hovercraft.

Here every

He e-e-elpt
Daniel McDonagh, Benfleet, Essex
JA2: When you buy the
Landrover, talk to the village
about the hovercraft. When he
asks if you've heard of the
hovercraft, say' yes'. Return to
Uzo and talk to the villagers.
One tells you where the flute is
herried. Return to Bortevo

junkyard and enter the very first house of Alis' left. Go in and search and you'll automatically receive the hovercraft.

GRIM REAPER WHIPPED

In issue two, Judin Lane requested help on Castlevania, but Loudin help. However, Darren Booy has the answer. He says the best weapon to use against the Grim Reaper is the typice shot boomerang. Quickly go to have been deep control of the control



YOUR **ANSWERS KUNG-FU KO**

Last month Ryan Krum wrote in to say that he was having problems h the end-of-level baddie on



WE WANT **MEGAPLAYERS**

We'll print your details in the magazine so that other fellow ers can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

MEAN **MACHINES** MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

Carl Busby is a pretty good player. His specialised games are: Alex Kidd and the Lost Stars. Altered Beast, Spy Vs Spy, Basketball Nightmare, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 293 Western Avenue, Acton, London, W3 OPP

Nintendo players can also ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II. Excitebike and Batman. Write to him on the address above.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I, II and III. Golvellius, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts.

Cobblers, Chapel Road, Lower Southrepps, Norwich, Norfolk, NR1 A Sega Master System

Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL, He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Outrun and California Games. If you're stuck on any of addressed envelope! It's nice those games, why not write to him?

> If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros Land II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Calvin Holbrook of 3 Wilton Road. Shanklin, Isle of Wight, POS7 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World. Ghost House. Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles: Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Global Defence, write to Hassan Sasid-Ude. 8 Caburn Road. Hove. East Sussex, BN3 6EF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe. Moonwalker, Rambo III. Batman, Forgotten Worlds, Write to him at 1 Huntspiel Cott. Brunswick Road, Deepcut. Camberley, Surrey, GU16 6RT.

Another Megaplayer volunteer is James Smith, 2B Balcarres Road, Musselburgh, East Lothian. Scotland. He's a whizz on the following Sega games: Choplifter. Afterburner, Alex Kidd in High-Tech World, Rambo III. Double Dragon, Wonderboy, Bomber Raid and Kung-Fu Kidd.

Any one who needs help on Basketball Nightmare, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Hanson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8QY

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road. Erith, Kent, DA8 1NL, He's an expert on Ghouls 'n' Ghosts. Thunderforce III. Psycho Fox. Operation Wolf, Super Real Basketball, World Games. Forgotten Worlds and Strider.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?



Back in the summer, during the World Cup, one polyary in the headlines for crying, Noted for the outstanding quality of his football, the short, chubby man has made millions from his cut following as as his footballing skills. But enough about Maradona, this game stars Gazza, or Paul Gascoigne as he's known to his fans, in Empire's second title featuring the jocular graining Geordie.

The pitch is viewed from the side (as if the viewers were in the expensive seats), with the pitch horizontally scrolling as the ball is kicked around. At the bottom of the screen lies the radar, which is useful in determining the position of players when the ball is kicked beyond the part of the pitch being shown.

An arrow shows which player is currently under control, and the direction the ball travels when passed. A useful "boot-o-meter" measures the strength of each shot by the length of time the button is depressed (poor thing). If in one-player mode, the choice of opposition includes teams as wide-ranging in liable small and fazzil. Kick offs, comers, and goal sicks are all included, so don't get lost in the fog on the Tyrne- just yer tomorpue coll



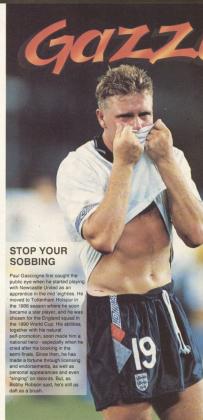
■ England winning? It must be a computer fantasy game!

COMMENT



When you first see this, it tooks like a super horizontally scrolling Kick Off II - the action is fast and the graphics are very smooth! However, start playing and some major shortfalls become apparent The goalies are hopeless - shoot diagonally and a goal is guaranteed, and the way the olayers gartol the citich is.

Ompletely unintelligent. There is unintelligent and the second of the se



GX4000







RADAR LOVE

The radar is located at the bottom of the screen. between the two scorecards. Each team is shown in a particular colour, although sometimes the colours are fairly similar, causing confusion. The radar allows the player to see where his or her team is located, so that passes can be made without the opposition intercepting the ball - well, that's the theory at least!

Cameroon begin their attack in the midfield.



COMMENT



Haway, mon, de ye leek me geem? Well, sorry Gazza, it's a little disappointing in some respects. The lack of intelligent zoning and goalkeeping means that none of the players are where you'd like them to be (especially the goalle). excellent reatures too; the

book-o-meter allows reasonable MATT and the radar, when the colours a classified in the radar when the colours a classified in the radar and the radar when the colours and the radar and

GAME DIFFICULTY: EASY LIVES: N/A Continues: N/A SKILL LEVELS: 1 RESPONSIVENESS: FAST



basic.





A digitised piccie of Gazza lets you know the star of the game. Weird option screen though

The straightforward sprites and pitch add clarity, although they tend to be somewhat

Simple effects, such as booting the ball, are unintrusive - but the tune is as melodic as Gazza's single (ie not at all).

The control method takes some getting used to, but works well.

With a World Cup-style option and variable match length, this is a game with balls.

A potentially brilliant football game let down by several annoying faults.



he plastic pop star strikes back! Michael Jackson. all-round good guy and champion of "the kids" makes it to his own console game, based on the "massive" movie.

In case you didn't know, Mr Big has kidnapped all of the kids and is ready to subject them to the horrors of drugs! Michael is a bit miffed at this to say the least. and pausing only to jump into his Smooth Criminal designer gear, decides to risk five levels of Mr Big's domain in an effort to rescue the kids and bring Mr Big to justice. Hooray!

There's four rounds to each level and in each. Michael has to run around the platform environment dishing out magical death to any crony that decides to cross his path. Our hero must search the level. opening doors and moving scenery to find and rescue the kids. When all the kids have been safely rescued, Mr Big appears and sends some of his most terrifying henchmen to try and dispatch Michael

When they're safely out of the way, it's on to the next round with yet more kids to rescue. Each level has its own Michael soundtrack, including the funky Smooth Criminal, Beat It and Bad!

HAHA! You'll Never Catch ME!

Things don't look good for Michael

MICHAEL MAGIC

nacking. Jackson likes to strut his than casionally, but in this game his dancing has a form of Michael's magic involves him dispatching I hat on a mission of destruction. The Megadrive wersion has this available from the start of the cam version has this available from the start of the game the Master System though, the option to use the only becomes available after Michael has found appropriate icon - but it doesn't use any up any chael's magic reserve like it does on the 16-bit



Owww! Watch the floor, Micha



GA COMMENT

The Master System version of Moonwalker manages to captu just about everything from the Megadrive game, and even hanages to add some features that walk-around-and-find-the-kids

chore than anything else. Also, Megadrive Moonwalker scores because of the amazing audiovisuals. The formation dancing and Michael's various "oohst" and "aaows" are missing from the Master System game, and the musile isn't astounding. The graphics and gameplay make the game initially very addictive though, but do try to see the game in action before purchase.



SEGA

WHO'S BAD?

For each level, there's a variety of enemy sprites after the righteous pop singer turned savior. Level one sees club bouncers pursue Michael around the 21 Club, whilst the streets of level two see Michael facing up to the scum from the rough end of town (as the music reminds you, they want him to Beat It!). It's down into the gravevard for level three, where zombie refugees from the thriller video attempt to show Michael the door to death! Among the other meanies found later on in the game are poisonous spiders and rabid dogs... Pretty nasty, eh?





I'm amazed at how close this is to the Megadrive version - the graphics are yery similar indeed, and the game plays very much in the same way. It's

JULIAN at first, and there's plenty of high-kicking action as you wend your way around the landscape freeing the kiddles from their captors. However, the difficult level sin's et very high, so experts will find themselves completing the ind themselves completing the game pretty quickly. Moonwalker is a fun game with plenty of neat touches, but if you're a competent player, try before you buy.



MICHAEL MOVES

It's not just his petrifying voice that's lethal. In this game, Jackson has a particularly nasty line in mis game, Jackson has a particularly nasty line in mis that can be used to dispose of any henchmen that seek to put an end to Michaet's rescue attempts. On press of the button sees Michaet Mck some magic at the haptess crones. For most of the bad guys one does is enough to send them shifting of this montal coil. Michaet can also crouch, and from here he can punch any goons that cross his gain. Whist jumping punch any goons that cross his gain. Whist jumping. Jackson can also launch into a dangerous nty-finger pose - and from that there's no escape!

REVIEW 🝱





GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 5 SKILL LEVELS: 1



Nice intro screens between levels, but little

else.

Life-like Jackson sprite, but not much variety in the enemy sprites.

Close Sega reproductions of Jackson hits, but accompanied by smashing effects.

Repetitive gameplay that somehow remains quite addictive.

Moonwalker's appeal wears off after a couple of weeks.

An accomplished Jackson licence begging for a more varied game design.





MEGADRIVE

ANOTHER PART OF ME

Megadrive Moonwalker is much the same as the Master System game. Although the graphics aren't significantly superior, the Megadrive game does have a bigger variety of enemy sprites, and like the plastic hero they all dance too! Another point that separates the two is the inclusion of various Jackson-esque noises (plenty of "oowwws!" for instance) and even speech. Bubbles the chimp also makes an appearance to guide Michael to the end of each round. The basic search-the-landscape-finding-kids gameplay remains the same though.



Strutting the streets Jackson-style!

MEGADRIVE OMMENT

Moonwalker first to be extremely popular - just for

value alone.

Cameo screens with an animated Michael asking give this game a comic aspect unrivalled by any other Michael asking give this game a comic aspect unrivalled by any other Michael asking give the formation of the common state of the co

System version, the limited ameplay may put a lot of ardened gamesters off. Highly

MICHAEL JACKSON's MOONWALKER"

BY: SEGA

RELEASE DATE: LATE JAN GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 5 SKILL LEVELS: 3



Brilliant! Comic Jackson cameo screens, plenty of options including a sound test (of course)

Whacko Jacko struts his thang, moonwalks

and even enters lifts in a cool fashion.

Amazing if you're a Jackson fan - slightly annoying if you aren't. Loads of "oohs" and "aaows" too!

Addictive, though slightly repetitive find-the-kids gameplay.

Hmmm. Not really that much to keep you coming back to the Megadrive once you've finished the game.

An essential purchase for Jackson groupies, and a decent enough game in its own right.



Checking out the graveyard on level three.



▲ Taunting comments from Mr Bia.

emselves completing it all too quickly. And even ough there's plenty of fun to be had doing it, at might not be enough for some.

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nlergalactic peace seems to be a very unlikely event, at least according to games writers. In Probolector. Alien robots have invaded, and it's up to one man - ver wor, if wanted to a stop the conquest and destroy the mother alien and her island bunker. To achieve this the commands are arramed with the latest peashooters - although power-up tokens are available at certain points during the action.

Most of the eight levels are left-to-right scrolling blasters, with the heroes jumping, somersaulting and ducking their way through the platforms that make up the battlefield. However two levels are viewed

in 3D, similar to Dynamite Duke or even Operation Wolf. Here the heroes dodge a hail of bullets and bombs until they blast through the walls, leading on to the next challenge. The trail of devastation finally leads to the source of the invasion, an island

fortress infested with Aliens (yes, those Aliens!) and assorted nasties. Getting to this stage is far from easy, though, as there are Ice Worlds, bunkers, and bases to fight past. But who said destroying an alien race was easy?

▼ Our happy heroes go on a skiing holiday.



▲ Giant Hula hoops







This is one of the Playchoice Ten games to be found in many pubs and arcades, although the name is Contra on that system are Nintendo

starting to show

some political sensitivity? Anyway, Contra was a boring and repetitive game, and changing its name and the look of the sprites hardly alters that fact. The commandos are awkward to control, and have an annoying habit of crouching down facing in the wrong direction. The graphics improve throughout the game, but then again they have to; the early levels look primitive in the extreme. So considering the NES games coming out at the moment - games that have outstanding graphics, sound and playability - this really can't

be recommended.





DONRATECTAD

KONAMI AND O 1990 KONAMI ANDUSTRY CO LTD.

RELEASE DATE: FEB GAME DIFFICULTY: EASY LIVES: 3 Continues: 3 SKILL LEVELS: 1 RESPONSIVENESS: POOR





Don't expect a flashy intro, because you'd be disappointed.

72% The visuals improve as the game

progresses, but never reach great heights.

Bleepy sound effects and naff tunes don't

enhance the action much.

it's fun in a mindless sort of way, and the two styles of gameplay help to give the game

depth.

This will amuse in small doses, but it's too repetitive and not challenging enough to

keep you coming back.

Not bad, but not particularly brilliant either. Look at other Nintendo titles before buying this.





CONTRA DEAL

Originally, this game appeared in US arcades as a stand-alone arcade machine called Contra, and starred two muscle-bound heroes on a quest to destroy an evil alien-controlled government in South America. When it was released in the UK, the name was changed to Gryzor, but otherwise the game remained the same. Now it's been converted to the Nintendo, and the sprites have been changed into robots, but the game is still the same. Weird, eh?



COMMENT



The problem with this is that it's not particularly challenging. It takes a few goes to get used to the slightly ropey control method, and after that it's simply a case of blasting your way through the pretty weak alien defences. It's fun at first, due to the fact that you can get pretty far into the game, but once you've completed it, it all gets rather predictable. Gryzor fans

JULIAN might enjoy the action, but really ou'd get far more out of something like Snake. Rattle 'n' Roll or Megaman 2.





REVIEW

Many people consider simulation games rather dul But when the simulation involves battling real androids in a controlled environment, things start to look a little more interesting.

However this game of the far future has gone terribly wrong; the androids have turned into killers, thanks to a malfunction in the main computer. A number of players are trapped in this lethal world, and their only hope of survival is to fight through the battlefields and reach and destroy the computer Based on the arcade game of the same title, Gain Ground pits one or two players, controlling their team of warriors, against the master computer and its minions. These take the form of weird aliens, robot

soldiers, and huge metallic monsters. Starting off with three characters, each player makes his choice and makes his way through each battlefield with the aim of reaching the exit.

Each of the characters has his or her own basic attack, together with a special weapon that usually involves a ranged attack. With fifty combat screens often crowded with enemies, it's no simple task to gain ground.



COMMENT



orabs pay rait conflaintly falls to grab the imagination; I thought the game would improve as it became more difficult - but no luck there!

The graphics are block-like and lack any real animation, and in my humble opinion the sound has little to add to the overall blandness of this game. There are some good features in this effort, though: some of the later screens provide a fair amount of approach needed to battle through the robots. It's















Although only three characters are selectable at first, the troops at a player's disposal grow in number as levels are completed. Here's a selection:

CAVEMAN: Can throw a spear over walls. NINJA: Sets traps in neighbouring squares to kill foes. FLAME THROWER: Surprisingly shoots flames over a wide area. MAGICIAN: Hurls a water trap that prevents enemies from moving









GAME DIFFICULTY: EASY LIVES: 3-10 Continues: Unlimited

SKILL LEVELS: 1 RESPONSIVENESS: OK







A rather dull intro sets the flavour of the rest of the game.

Although the sprites are quite detailed, the lack of animation and variety renders them dull and uninspiring.

lack of thrills in this game.

Simple and bland spot effects maintain the

The play is interesting at first, but after as

few sessions it all becomes rather monotonous.

Fifty screens might seem a lot, but when they're all basically very similar, lasting

appeal is limited.

A good game in principal marred by the complete lack of challenge and excitement.





l've never seen the Gain Ground cho-p, and if it's anything like this i'm not surprised it bounded. It's rather like a single-screen Gauntlet without the thrills and spills - just guider soldiers through enemy a and reach the exit. It's not tritularier kehallenoing task.

ines and reach the exit. it's hole a particularly challenging task, since all the enemy soldiers seem to be a bit stupid and variety to keep you interested. The graphics and sound are both uninspiring, and it doesn't take more than a few sittings before you get bored. If you're after a fun shoot 'em up involving people against an army of baddies try out Gauntlet - it's miles better than this.



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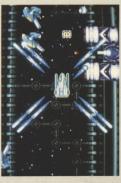
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MEGADRIVE

Hecky mick! You should have seen us rushing around the office trying to get the Megadrive charts in before we went to press. Sadly, though, due to a technical fault - in other words, Sega not sending the charts to us in time - we're unable to bring the Megadrive charts to you. So here's last month's for you to look at again. Next month you'll be able to find out all about what happened - we'll be something the chart of the chart o







EAN MACHINES SE

PREDICTIONS

MEGADRIVE: JOHN MADDEN'S SEGA: SUPER MONACO GP NINTENDO: TURTLES









3456

NINTENDO

MUTANTE TURTLES

BATMAN

NE DOUBLE DRAGON II

SUPER MARIO II

NETETRIS

ADV OF LINK

TRACK AND FIELD II

BUBBLE BOBBLE

LEGEND OF ZELDA

NE COBRA TRIANGLE

NINTENDO

No problems with the Nintendo charts, thank goodness! Turtles as predicted, remains

as predicted, remains unassalable at the top spot, and the very lovely Batman keeps doggling it's footsteps. Super Manci el also holds its own, while Tetris makes a surprise entry at the number five slot. Otherwise there's little movement in the charts, with only Cobra Triangle making a deserved appearance for the first time. Don't expect a lot of movement at the top for a few months!



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SEGA

GOLDEN AXE

OPERATION WOLF

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'Ecek!', we hear you cry.
'These darn Sega charts are
exactly the same as last
month's 'Sorry folks, we're
afraid they are. Due to that
horrible technical hitch over a
Sega Towers, they were unable
to supply us with the Sega
Christians chart before the
magazine reached its deadline.
So you'll have to wait another
four weeks before finding out
the biggest seller this Christians
the biggest seller this Christians.











We've been waiting for it to appear for ages, but finishly Atan's massively successful filled-30 driving coin-op has been convented to the Megative. At first you choose either an automate or manually genered our. After that it's straight behind the wheel for some serious speeding. The idea is to drive around a track, reaching each cheelspoint dotted. around the course to add extra time to your ever-decreasing timer. Should the timer run out, it's game over, so the pressure is on for fast driving.

There are two routes you can take around the course - the speed track and the stunt track. The former is a fairly straightforward, but slightly longer course where you can really get your foot down. The stunt course requires a far more careful approach, with a loop-the-loop, broken bridge and some high

speed banking to negotiate.

As well as concentrating on staying on the road, there are other road users to worry about. Cars and lorries travel around the track in both directions, so

take care not to stray over the other side of the road!

If you hit any obstacle, a third-person perspective replay of your crash is shown, and you're put back on the road a little further back from the point of impact,











GREY IMPORT WARNING

At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).

MEGADRIVE REVIEW 🕮



COMMENT

Hard Drivin' was easily one of the most innovative coin-ops of the late eighties: its filled-vector graphics and tactile feedback, as well as its original stunt tracks. caused a sensation in the arcades However the Megadrive version cannot possibly offer that sort of excitement - and so the player is

left with the bare bones of the game, so to speak. It's my sad duty to report that this conversion really

doesn't cut the mustard. The car handles well and the update is fast, but ultimately the game lacks longevity. It's easy to finish the courses, and then what do you do? Finish them again? Megadrive games are expensive, so if you want to play Hard Drivin', go to the arcades and spend a few ten pees - you'll get better value for money.

HARD DRIVIN' **GETS HARDER**

Hitting the arcades this month is Race Drivin', the sequel to Hard Drivin'. Using the same graphics tracks and four different cars, its wery challenging and addictive race game. The new stunt track features a mountain pass, a broken loop-the-loop, bumpy speed banking, a high roller coaster hill, a tunnel and a corkscrew with three loops! The off-road track is qui raightforward, but the slippery course makes it ideal to practice rallying skills. There's even a two-player link-up option inside the coin-op should your arcade feature

AUTOCROSS TRACK BTART

THE COIN-OP

Atari's revolutionary 3D coin-op appeared in the arcades during spring 1989, and quickly became one of the most popular arcade machines of all time. Its freedom of movement and "real world" environment, coupled with its amazing stunt and speed tracks and "real" car controls and handling resulted in very original and highly playable coin-gobbler. you haven't played it yet - check out an arcade and make sure you



MEGADRIVE



Hard Drivin'. ▼ On the road to nowhere.

THE PHANTOM **PHOTON**

cross the linish line before hi does. A challenge indeed!



1:41

COMMENT



Hard Drivin' worked well as a coin-op - the positive feedback steering wheel, realistic clutch controls and enclosed cabinet made for an enjoyable driving experience. However, on the Megadrive much of the coin-op's tactile appeal has been stripped away, exposing what is really a rather basic racing game. The 3D

graphics are smooth, fast and IAN impressive, and the game is certainly enjoyable for a while. But once you've mastered the tracks and beaten the Phantom Photon (which doesn't take a vast amount of practice) it all gets rather dull and pointless. Players who loved the coin-op will doubtless enjoy the action, but it won't take long before the novelty wears off.

LEARN TO DRIVE

Originally, Hard Drivin was developed as a machine to help learner drivers get used to controlling a car before they actually went out on the road. However, the designers soon realised that it would be much more fun (and make far more money) if they turned their creation into an arcade machine, so they beefed up the car to make it perform like a top sports car, and added all sorts of wild' 'n' wacky features to the track, such as stunt jumps and high speed banking! The result was one of the most enjoyable race games seen in the



TENGEN

GAME DIFFICULTY: VERY EASY LIVES: N/A Continues: N/A SKILL LEVELS: 3 RESPONSIVENESS: DI





An impressive options screen and good n-game presentation.

Fast and effective 3D, although some of the colours are rather drab.

Weak engine and skidding noises and an

equally feeble title screen tune which should have been a lot better.

Great controls and straightforward gameplay make this very easy to get into - almost too easv.

Although it's fun at first, once you've beaten the Photon and mastered the tracks the lack of variety results in boredom

The lack of decent sound, variety and long-term challenge ruin an otherwise impressive conversion. For ardent coin-op fans only.

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SWITCHE TADE

Havok, the evil warford, has stolen the Fireblade word broken it into four pieces. This has caused the world of Thraxo, once a peacetul nivama, to become a devastated wasteland. Now Hiro must enter Havok's Undercity and, as the last Bladeknight, assemble the pieces of the Fireblade and defeat Havvy (as he's known to his firends).

Hiro starts the game above ground, and must find an entrance to the Undercity. Once there, the unmerous fiendish traps and puzzles must be solved in order to progress to the next screen. Hiro jumps, kicks and punches his way through the caverins, defeating the baddies either with violence or curring most creatures can be jumped over, or lured into

tailing down pits.
Goodies are scattered around the screens, and
take different forms. Potion bottles can be kicked to
reveal extra health, and shattering certain wail-blocks
uncovers new (temporary) weapons, such as
shurken, bullets, or freballs, which are especially
useful for defeating the major monsters that guard the
parts of the Friebales. Destroying these blocks also
reveals secret chambers so be sure to kick anything
vaguely suspicious.



Destroy the top block and then use low kicks to kill the nasty below.



As Hiro explores the Underworld, more and more of the surrounding area is revealed.





PACKING A

Power-up icons can be difficult to locate, but are a must-have when it comes to offing the bosses.



BULLETS: Rapid fire, but cause relatively low damage.



SHURIKEN: Move slowly through the air, but seriously injure foes.



SUPER PUNCH: A close-range weapon that knocks the socks off the enemy.

GX4000





The man himself in all his glory!



COMMENT



It's about time a Rick Dangerous-type game was successfully converted to the GX4000, and this fits the bill perfectly. This style of game rewards intelligence as much as reflexes, with teasingly difficult puzzles that give the player are sense of achievement when cashed finally works out how to get assistant.

music is abolitely wonderful, My only gripe is with the lack of colour; this obviously affects the visual side of the game, but the strength of the playability more than compensates for this. So don't be put off by the screenshots - this is an excellent game for CX4000 owners. Let's see Switchblade on other formats, Gremlin!



There's a false block just below - if Hiro can get to it.



Another token to be collected!



A Blade Icon awaits collection next to Hiro.



GX4000





DIRTY ROTTEN SCOUNDRELS

The enemies come in many shapes and sizes in Switchblade. Dragomen are fairly assy to dispose of - sepcially with a mega-kick - but have a nasty habit of pushing Hiro of the screen. As some creatures reappear every time the hero re-enters a screen, time the hero re-enters a screen with the property of the second state of the second state of the second state of the second this can seriously damage Hiro's health! Scorpions are fearsome opponents, and are virtually possible to kill; the best bet is to leap over them. Of course, the cavern must be high enough for



COMMENT



At last! A decent platform game on the CX40001 Switchblade might not look like the greatest game in the world due to the rather drab whorld due to the rather drab backgrounds, but it is the playability that counts, and this has it in abundance. The landscape is huge, and there are loads of hidden screens and bonuses waiting to be discovered - just life a certainly have to battle every inch of the way! It halpsit you make a map if you do, send it in to the lips section), as there are a variety of different routes around the landscape, and some are more hazard-packed than others. If you've a CX4000 owner who's looking for something decent to play, splash your cash on this smash!



Kick the pole to gain a bonus



stiffichtelane

CAN STORY **BY: GREMLIN**

GAME DIFFICULTY: MEDIUM CONTINUES: 0

SKILL LEVELS: 1 RESPONSIVENESS: GREAT







A cartoon-style introduction sets the scene in an atmospheric fashion.

Brilliantly detailed with outstanding animation; it's only the lack of colour that lets the game down.

Despite the lack of spot effects, the groovy tune is catchy and not the weedy sound

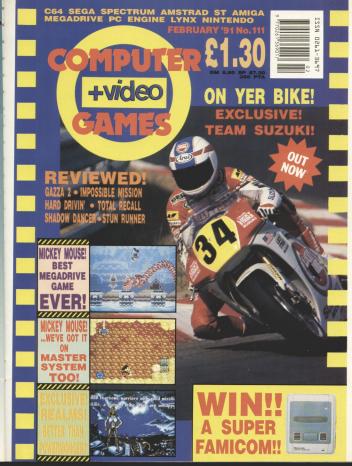
usually heard.

Immensely playable, with varied challenges

and subtle changes in background. Addictive in the best possible way.

With 150 screens and fearsome foes, Switchblade will keep even the most jaded player intriqued for a long time!

Wall-smashing, baddie-biffing, tunnel-tramping fun all the way! Highly recommended.



Pinbot is the first ever officially licensed pinball conversion, and is a superb console recreation of the classic Williams table.

The screen is divided - the static bottom panel shows the flippers and the larger scrolling top screen shows the location of the ball (see the screen shots). This is not as confusing as it sounds, as the ball is always in its position relative to the flippers.

The plunger is released via the A button, while the control pad and B button represent the left and right flippers respectively.

Collecting bonus points is simply a question of spanging the ball around the table using the flippers, aiming it at certain areas of the table where score bonuses can be racked up. At later levels, ghosts appear and eat the ball. So flick the plunger and hit those balls!

The ball's ready to roll - are you?









PINBALL WIZARD

Pinball is one of the most enduring of amusement arcade attractions. It's roots go back to the 30's in the form of bagatele-style games, but Humply Dumply, which appeared in 1947, was the first 'true' prinball table which used flippers and Dumples. Since then the basic pinball concept has remained unchanged, atthough electronic scoring, multi-skils, multi-playfields and sampled sound have helped keep the machines alreast of modern technology.

MEAN MACHINES



NINTENDO









I'm very impressed! I played Pinbot a lot in the arcades in its pin table form, and believe me, when I say that Rare have managed to convert it perfectly to the Nintendo I really mean it! It looks and plays exactly like the real thing! The ball movement is superb, and the

movement is superb, and the flipper work just like the real thing. The way the access racin ball JULIAN around and joining up with the bottom of the lable parel when it is near the liftpers. What I particularly like about the table is that you can have multi-balls, and there are plenty of great bousses to rack up (and some of them pretty tricky to get!). With great speech and which we have the pretty throw the second tricky to get!). With great speech and which we have the second tricky to get!). With great speech and which we have the second tricky to get!). With great speech and which we have the second tricky to get the second tricky which sure plays a mean pinball

The game attempts to look the same as the real pintable in every respect.



@ COPYRIGHT 1988 RARE LTD.

COMMENT



A pinball game may seem a redundant idea, and I was doubtful at first that this Rare conversion of the famous table would work. After playing it for a short while,

however, I found this to be a cracking game - the ball movement is realistic (always the hardest thing to get right), the bonuses tricky but rewarding, and the overall effect makes this the

closest thing to a pinball table possible on a console. The graphics may seem somewhat bland, but that's only because the emphasis has been placed on the more important aspects of the game. The flippers respond perfectly and the array of extra features make this game something special. For a change from the standard NES fare, check this out.

PINSEOT

PASED UPON PIN BOT PATENT PENDING

GAME DIFFICULTY: MEDIUM

CONTINUES: 0 SKILL LEVELS: 1 FLIPPERS: SPANGY







A great opening screen with booming music.

The score screens have a nice "spacey" effect

Although the screens may look dreary, the

graphics suit the game and give a genuine pinhall feel

With an outer-space theme and robotic speech complementing the pinball sounds. this is an aural treat!

Superb ball movement, bonuses everywhere

and extra features on later levels make this play like a dream.

It's no easy task to get through all the planets on the way to the sun, but it's certainly fun trying!

To put it simply, Pinbot is the finest pinball game on any system! A must for fans of the silverball.



十寺集

MEGADRIVE

REVIEW

Earth has been at war with the evil Barrax Empire for hundreds of years. Millions are dead, and not many people are very happy about it. Two such people are Commanders Berry D Mayers and Lorl Bergen. After a successful battle mission, they have been kidnapped by the Barrax Empire on the return journey to Ternian- and it just so happens that they're being held hostage on the flag ship of the Barrax Empire's buttle fleet.

Enter the player (and his friend, if he's got one). They've risen to the challenge of busting out Bergen and Mayers and travel along the vertically scrolling worlds of the Barrax Empire, destroying the enemy battle fleet in their search for the hostages.

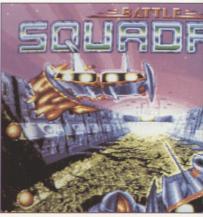
There's a huge variety of enemy craft in the fleet, and arcade shoot 'em skills are tested to the max if you choose to take on the enormous fleets of fighters and even more enormous mid-level and end-of-level guardians!



BATTLE SQUADRON WEAPONRY

various weapons power-ups have been strategically placed along the path to the hostages. Simply blasting the carrier ship unleashes a coloured pod. The colour changes a regular intervals. Effectively, you choose your weapon by picking up the pod when it's at the colour you want.

Each fighter also comes with a supply of smart weaponry. When fired, a huge amount of fiery bombs travel around the screen, destroying everything in its path! Additional ammo for this weapon is occasionally supplied.







RED: Equips the ship with a spray weapon. Deadly red photons issue out in a cone form in front of the ship. Powers-up into a more rapidly firing weapon encompassing a larger area.





BLUE: Forward and rear laser bolts are attached to your craft if you collect a blue-coloured pod. Repeated power-ups produce more bolts which fire quicker.



MEGADRIVE





A LOAD OF

The Barrax Empire has a huge

amount of different craft in its attack ranks. In amongst the hoards of death-hungry aliens you'll even find invisible craft that try to ram your craft! Don't worry though, a shimmering field is visible and their cloaks falter when they're shot at. But the Empire has other surprises in store for you. In one round you must travel down an enemy trench - with a huge amount of guns occasionally popping out to take a pot shot at you! Battle Squadron also features some of the most diverse end-of-level guardians found in a

COMMENT



Although Battle Squadron has the option for simultaneously two-player blasting and a full screen to its credit, there's a couple of major let-downs that stop it from being a terrific game. First of all, the extra weaponry is dull and uninteresting compared to the likes of Truxton. Your joypad is also likely to wear out because a

rapid fire option hasn't been included. The sound is a bit lisappointing, Apparently, Rob Hubbard was contractually bound to copy the Amiga version's tunes and they're not really suited to the game at all - this strikes me as a real waste of the Hubbard's talent. Battle Squadron is still a very addictive game with excellent graphics, I just think that the potential of the game has been fully realised. Try out Hellfire for the ultimate Megadrive



weapon.



Two player action as the Barrax Empire eats destruction

▲ Strafing the Barrax defence installations.



Squadron



reckoned with.



Megadrive shoot 'em up!

GREEN: Massive green front-fire accompanies this pod. When it's powered-up it's the best full-frontal attack weapon.





ORANGE: Another front fire pod, but also fires side laser bolts at the enemy when it's upgraded. Very versatile in the thick of battle.





DESTRUCTION DUET







COMMENT

Sporting some stunning graphics. this is one of the most attractive Megadrive blasters around - the backdrops and sprites are excellent. It's not just a pretty face, either - it's tough too, especially when you play it on the single-player option. The odds are really stacked against you, with a huge amount of enemy craft all

with their sights locked onto your JULIAN ship - if you don't grab some power-ups quick (and hold on to them) you don't stand much of a chance. Personally I love this sort of situation, but there are some people in the office who found the high difficulty level really offputting. Check it out if you're a hardened blasting fan.

SQURDRON SELECT SCREEN

1 PLAYER 2 PLAYERS OPTIONS

RELEASE DATE: JAN GAME DIFFICULTY: MED/HARD CONTINUES: 1-5 SKILL LEVELS: 1 RESPONSIVENESS: GREAT









The game is very well presented, with plenty of options. Nice presentation screens as well

A nice variety in all the backdrops and sprites

Decent enough effects, but the tunes are slightly lacking

Plenty of really decent shoot 'em up thrills

on offer - shame about the extra weapons though.

The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to ardened blasting freaks.

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If as a snake used to be gasy, if was grippy a question of silhering around, pourcing on small, tury mammals, and shedring shu note at white But our two heres. Fastile and Roff. We in a bozar; words composed of benekerbard platforms ress. waterfalls and coldy enoughly mapping coyers. Their object is to escape from each level by eating enough NABY Probley a little round resetues that intest the landscape. To make them, feasy enough soming as at the lop of the weighing metal-field found on seat-

level, and so open a door to tile next atop.
Things are rout as stignifforward as they spand.
Monsters by to kill be roptiles at every turn: if one of the snakes developed in the velter fool (ong., Jawa stices, to dath him and eat tim, and on land Big Fool (who is, surprisingly, big hod), afternot's equant from.
And finesy's silvays the danger of pharmesing on this control of the control of th

The snakes gain length by flicking their longues at Nibbly Pibblys, sucking them into their mouths, and spitting out the remains. Borus items, such as clockwork keys, are collected for extra speed and points to the grade the series.

RATTE 'N





GETTING HISSED

The blue block would be to be haur here of the ciling.

Rattle and Roll collect various tokens in their travels that help them:



CLOCKWORK KEY: Increases the snake's speed.



DIAMOND: Gives temporary



FORKED TONGUE: Adds length to the tongue.



BIG SNAKE HEAD: Gives up to 5000 points.





COMMENT



The Nintendo software collection keeps getting better and better, and the arrival of Sinker, Retti of Sinker, and the arrival of Sinker, Retti of Sinker, Retti of Sinker, Sin













extra life.



SMALL SNAKE HEAD: Gives an DIRECTIONAL ARROWS: Reverses the snake's movement temporarily.



CLOCK: Gives extra time in which to complete the level.

TWO-PLAYER **LAFFS**

Snake, Rattle 'n' Roll can be played either by one player, or two players simultaneous! I he two-player mode is a load of laughs, with each snake racing to eat the Nibbly Ptiblys first - the greedy beggars!





DOWN IN THE **SEWER**

Dotted around the landscapes are loads of manhole covers. Lift these up and something usually pops out from underneath - it might be a Nibbly Pibbly, a clock, an extra life, or your snake might even be dragged into the hole to tackle a bonus screen! But watch out, because sometimes there's a baddie lurking in there just waiting to get you..



COMMENT

What a game! Snake, Rattle in Riol is one of the most original games seen in years, and simply dozes seen in years, and simply dozes seen in years, and simply dozes where the shall represent the state of the shall represent th

JULIAN around. The landscapes are iendishly designed to test your dexterity to its

flendishly designed to test your dexterity to its limit, and on later levels you're required to take some amazingly convoluted and precarious routes to the door? But even though it's tough, the game's sheer fun keeps you glued to the Nintendo for hours on end. The simultaneous two-player option is the icing on the caket Snake, Rattle 'n' Challes an incredible some end is a widel addition to ioll is an incredible game and is a vital addition to our Nintendo software collection.





RARE LTD. LICENSED

DINTENDO COIN-IT INC.

GAME DIFFICULTY: MEDIUM

CONTINUES: CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: GREAT







The feel of the game maintains a surreal. iokev atmosphere from the beginning.

Toilet seats, sewers, giant disembodied feet - a graphical heaven!

Funky get-down red-hot licks gyrate your

hips and flange your zoob.

The movement of the snakes is fluid, the difficulty pitched just right, and the landscapes add challenge.

It's easy to get the hang of, but tricky to master - you'll be playing it for ages.

A slinky, hissing reptile of a game, and fangs to Rare another great Nintendo



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スーパー ファミコニ

The Super Famicom is fairly unassuming in its looks. Its tough, grey plastic case measures 200mm x 240mm x 60mm, and has a cartridge slot, a power switch, a cartridge eject button and a reset switch. But beneath that meek exterior lies a set of the most powerful chips ever seen in a home entertainment system. The CPU is a custom-made 16-bit processor, and there are a variety of custom chips which give stunning graphics - the maximum resolution is 2048x256 pixels and up to 256 colours can be displayed on-screen from a palette of 32.768 colours! Other hardware features include four independent

playfields (which means up to four levels of parallax scrolling in hardware), a polygon chip (for producing filled-3D graphics similar to arcade machines like Hard Drivin'), and a huge amount of hardware sprites, with sizing, scaling and flipping taken care of by the machine.



The PCM/digital sound chip is controlled by another 16-bit processor, and the end result is absolutely stunning - rich stereo music and effects of the like never heard before on a console or computer. Just wait until you hear the honky-tonk piano music on the third screen of Super Mario IV - it's incredible!





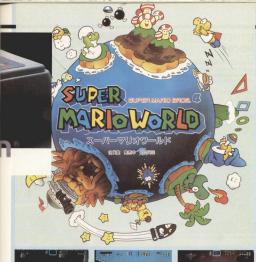
the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy airskimmer. Audio-visually, there's nothing to touch this on any machine at the moment - the ultra-fast, ultra-smooth, ultra-colourful 3D graphics are nothing short of astonishing - and it's as playable as heck, too!



The Super Famicom is surely the most eagerly-awaited console of all time. After what seems like years of rumours and gossip, Nintendo have finally launched their machine. Julian Rignall takes a look at it and gets his flabber well and truly gasted.







It's fitting that Mario, the most popular of all the Nintendo heroes, should star in the first Super Famicom game - and here he is in Super Mario Bros IV.

Featuring the traditional Super Mario platforms and ladders style of gameplay, it's the player's task to guide Mario across a vast array of horizontally scrolling landscapes in search of Princess Mushroom. It's packed with features, and Mario can fly, ride cute little dragons, fire missiles and swim.

The graphics are excellent, with an amazing amount of detail each character is beautifully animated and some of the graphical effects are stunning. The sound is also knock-out, with fantastic tunes (the racing plano piece and the echoey cavern music are our favourites) and some incredible effects.

Given away free with the machine in Japan, Super Mario IV is a fantastic game, and gives us just a glimpse of the Super Famicom's incredible potential.

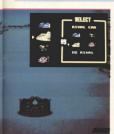








IN CONTROL





le sujuer ramicioni comor plassi diner inter imprehensive array of butions y sot seein! On the left the normal joypad directional controller, and on the phil are four independent life butions. And there's ore- on the rear left and right of the controller are on orne's long butions which could be used as one orne's long butions which could be used as the controller are to more long butions which could be used as the controller are very controlate to the but and although ut fire butions sound like a bit too much, it doesn't ke very long to get used to them.



WHERE, WHEN

In Japan the Super Famicom sells at the equivalent of just over £90.00 (with a free copy of Super Mario Bros IV). Early imported versions of the machine sold for between £300.00 and £400.00 due to massive shortages of the machine in Japan, but as supply meets demand during this month. it's expected that the machine will drop to around £200.00 - shop around for the best prices.

Nintendo have yet to set an official Super Famicom release date for the UK, but it's expected to hit the US just before Christmas this year, and will more than likely be released in Europe during 1992.

FINAL FIGHT: Another pixel-perfect arcade conversion. this time of the brilliant Capcom





OTHER GAMES COMING SOON

All over the world, software houses are falling over themselves to get hold of Super Famicom development kits, and amongst some of the many games coming out very soon are...

SUPER GHOULS 'N' GHOSTS: A rezzed-up version of the Capcom coin-op which sports some incredible graphics and amazing sound. R-TYPE II: The amazingly popular horizontally

scrolling shoot 'em up which features superb graphics

POPULOUS: All the features of the original, but with improved graphics and sound and six new landscapes.





BOMBUZAL: A conversion of Mirrorsoft's fairly addictive puzzle



where you can build your very own connurbation and run it. And destroy it if you're feeling evil











THE VERDICT

What can I say? The Super Famicom is the bees-knees. It's mega. Boston. Wizard. Captain. Tab. Brill. Amazing. Fantastic... I'm sure you get the idea. It out-performs every console and home computer currently



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Nearly everyone is happy in Vera City, especially Mickey and Minnie Mouse. The problem is, one person is incredibly jealous of Minnie's beauty and popularity. Mizrabel the evil witch was having a particularly bad day, and so decided to kidnap Minnie. using her evil magic to spirit her away to the Castle of Illusion. That's where she is now, and Mickey wants you to help him rescue her!

That's where the problems really start. When Mickey arrives at the Castle of Illusion, he finds out that to stand any chance of doing away with the evil Mizrabel, he has to infiltrate seven huge platform-infested scrolling levels. At the end of each is a Master of Illusion. Each guards a rainbow jewel, and when Mickey has them all he can use the power to overthrow Mizrabel in a final, epic confrontation!

MICK









COMMENT

Crikey! Sega have done Mickey Mouse proud with this absolutely super bigliotry agme! Perhaps the reason behind its success is the reason behind its success is the fact that they 'borrowed' elements from both the Nintendo Mario and Mega Man series. Some of the platform puzzles I recognised as coming straight out of Mega Man 2! That's no bad thing though.

That's no bad thing though, MACT good to be beavering away on your Sega to mounts. The beavering away on your Sega to mounts. The graphics are brilliant- each of the seven worlds has its own theme, my lave has to be the tice-cream level (you can even swim in the cice-cream). For graphical variety, addictive nature and brilliance of gameglay, Mickey Mouse is the best Sega release for a long white. Buy it now!







MEGA 690 GAME

ILLUSION CONFUSION

On the way to rescuing Minnie, there's sleenly of devious platform trage that award the placky animal devious platform trage that award the placky animal here. There's the usual smaltering of platforms that drop from inder your feet, conveyer both and lifts. But on later levels, the game is so keen to make you good for pun interfield, that some platforms don't actually to pun interfield that some platforms don't actually lift grown to his gloom? As with a lift of games of this type, there's plently in Indeas to sources to be discovered. Hidden treasure chests abound, and to make them appears. Mickey must use his amazing bouncing bottom trick! On a couple of levels the platform games/bys's fortaken as Mickey has the

TAKING THE MICKEY

Taking control of the Disney legend couldn't be simpler The Sega joypad enables Mickey for moround, duck and jump with the best of em, but when around, duck and jump with the best of em, but when it comes to blatting the enemy sprites. Mickey is spoil for choice. He can pick up various objects dotted around the backgrounds and chuck them at the manners, but the expert muous uses his bottom to squash anything in his path Whitel jumping. Mickey can change he gapantic leap nine a mega distructive bottom bomb which not only squashes, any enemy sprites but also sends him up into the ar again! This especially useful if you have to reach a ledge that's seemingly too high.



▲ Meet the first end-of-level guardian!



▲ Barrels of fun with Mickey!



Collect the cake for extra energy!





CHEESY COMESTIBLES

There's a few height items dotted around the levels that actually and Mickey in his quest. Not resource cheets yeld pecces of yuminy cake – and they come in the varieties. They either gove Mickey hack one star of energy, or if he's really lacky, the whole lotf Carefully hidden are it fashing stars. These actually enable. Mickey to pick up more energy – thus extending his life exceedancy. Occasionally, mouse ears are focated. These give exits lives!







Mickey continues his platform voya

He might be over 50 years old, but Mickey Mouse is one of the most athletic heroes seen in a video game! There are loads of hazards to overcome.









BY: SEGA

PRICE: £29.99

RELEASE DATE: FEB GAME DIFFICULTY: MEDIUM LIVES: 3 CONTINUES:

SKILL LEVELS: 1
RESPONSIVENESS: SPIFFING



backdrops.





PRESENTATION 90%

Disney-esque intro screens and a nice cartoon-like feel in the game itself.

DADUICE

Mickey is a treat to watch, and he's accompanied by brilliant enemy sprites and

SOUND

Cutesy tinkling tunes that the Sega does so well!

PLAYABILITY 95%

Mega-addictive platform gameplay makes Mickey Mouse a real winner!

ASTABILITY 92º

Loads of level to conquer - and plenty of secret rooms and bonuses.

DVERALL 93%

One of the greatest Sega releases we've seen for a long while. Go get it as soon as possible!

We've got five prizes of £200,00 worth of console software on offer in this mega competition. It's a bit of a strange one - we want you to tick the relevant boxes below (make sure you read the questions before answering). Why? So we can look at all the views and suggestions you put below, and make MEAN MACHINES even better, of course!
When you've linished ticking the relevant boxes, we want you to carefully remove this page from the magazine, pop it into an envelope and send it off to: MEAN MACHINES QUESTIONNAIRE,

PRIORY COURT, 30-32 FARRINGD	ON LANE, LONDON, EC1R 3AU, T	he closing date is Feb 16th.
After that day we'll be looking at a	I the questionnaires - and the first	five pulled out of the sack will
win their senders the prizes!		
NAME	□ SPECTRUM	□ NEXT MONTH
NAME	SUPER FAMICOM	☐ YOB'S GOSSIP
ADDRESS		HOTLINES
	HOW MUCH DO YOU SPEND	COMPETITIONS REVIEWS
	ON COMPUTER GAMES PER MONTH?	PREVIEWS
	MONTH	
	LESS THAN £10	IS THE TEXT IN THE REVIEW
	£10-£15 £15-£25	□ TOO LONG
AGE	£15-£25 £25-£30	TOO SHORT
AGE	☐ £35-£40	☐ JUST RIGHT
SEX	£45-£50	WHEN MEAN MACHINES RE-
	□ £50+	VIEWS A GAME, ARE THE
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WHAT MACHINE(S) DO YOU		TOO HIGH TOO LOW
OWN?		☐ JUST RIGHT
□ AMIGA		
AMSTRAD		ARE THE SCREEN SHOTS
☐ ATARIST	□ 5+	□ TOO FEW
□ C64	THE MAGAZINE	TOO MANY
GAMEBOY	IIIL WAGAZINE	☐ JUST RIGHT
GAME GEAR	WHICH ISSUES OF MEAN MA-	
□ LYNX	CHINES HAVE YOU BOUGHT?	IS THE RATING SYSTEM
☐ MEGADRIVE ☐ NINTENDO		BRILLIANT
D PC COMPATIBLE		REASONABLE
☐ PC ENGINE		POOR
☐ SEGA	4	ARE MEAN MACHINES
SPECTRUM SUPER FAMICOM	HOW MANY PEOPLE READ	COVERS
LI SUPER FAMILOM	YOUR COPY OF MEAN MA-	GREAT
WHAT MACHINE (IF ANY) ARE	CHINES?	ALRIGHT
YOU INTENDING TO BUY IN	PLEASE MARK THE FOLLOW-	WOULD YOU LIKE TO SEE
THE NEXT SIX MONTHS?	ING MAGAZINE SECTIONS	ANY OF THE FOLLOWING FEA-
□ AMIGA	OUT OF 10 (1=VERY BAD	TURES IN MEAN MACHINES?
☐ AMSTRAD	10=BRILLIANT)	
ATARIST	COVERS	ARCADE COLUMN
☐ C64	CONTENTS	□ YES
GAMEBOY	EDITORIAL NEWS	□ NO
GAME GEAR	NEWS FROM AMERICA	
LYNX	☐ NEWS FROM JAPAN	FEATURES ON PRO- GRAMMERS AND SOFTWARE
☐ MEGADRIVE ☐ NINTENDO	YOB'S MAILBAG	HOUSES
PC COMPATIBLE	☐ JAZZA'S Q+A☐ TIPS	
D PC ENGINE	HELPLINE	☐ YES
SEGA	☐ CHARTS	□ NO

83 MEAN MACHINES

WHAT OTHER MAGS DO YOU	WOULD YOU LIKE TO SEE	DO YOU BUY COMPUTER AND
	SUPER FAMICOM REVIEWS?	VIDEO GAMES REGULARLY
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U TOO LITTLE		

MEAN MACHINES 84

THE INCREDIBLE CONSOLE GIVE-AWAY!

WINI





A FABULOUS SUPER FAMICOM THREE MEGADRIVES AND COPIES OF MIDNIGHT RESISTANCE 100 TURTLES SEW-ON PATCHES

Every issue, MEAN MACHINES proves it's the best magazine around with is in-depth reviewer, previews, and inside news. Now MEAN MACHINES truly blows away the rivals with the best competition in the history of consoles. Thanks to those wonderful people at Dai Leti Cansoles, you can write he least and greatest games machine - the SUPER FAMICOM! There's no doubt that this is the best console ever, with graphics and sound of awesome quality - and games worthy of the system, like Super Mario fizes I your Fair Famicom.

But that's not all Three runners-up will get a Megadrive and a copy of Midnighl Resistance - hardly a booby prize. And there's still more: six third-prize winners will receive a copy of Midnight Resistance, and a hundred (count' em) fourth prizes of Turtle sew-on patches are up for grabs for the lucky entrants. There's no way you can afford to miss out on this amazing comp - enter now!

THE QUESTIONS:

- What's the name of the company that makes the Super Famicom?
 What lovable plumber stars in the free game with the Super Famicom?
 Is Midnight Resistance:
- a) A role-playing game;
- b) A Peruvian nose-hair remover;c) An arcade conversion?

Answers on an envelope or the back of a sealed-down letter to. WOWI FABULOUS FRUITY FAMICOM FOR ME COMP. MEAN MACHINES, PRIGHY COURT, 30.92 FARRINGOON LANE. LONDON, EC1R 3AU, Please have your entries arrive no later than February 1st 1991. One entry per household only - so no multiple postcards unless you want to be neutered!



Fancy yourself as a bit of boy racer then, eh? Well, this new NES carridge enables you to test your mettle on eight of the most gruelling off-raad dirouts in existence against the greatest racers of this ago which sure you pack you safely heimet though, because when you take the wheel of a powerful skxt truck, if a danger and excellented from the outself Like all the drivers who casually risk life and limb



SATELLITE LAUNCH

For four player thrills and excitement, you can't go far wrong with the Nintendo Sasellite. This little device enables NES owners to link four pigodas into their Nintendo Sasellite spatial the Super Off Road Racer Gameloy owners fed up with boring old two player games can also buy a Sasellite to connect up four machines. However, the sight downer is that for the moment, both Sasellites are only available in Japan and America. a UK Ilaunch is expected taler.

COMMENT



It really annoys me that Super Sprint never came out on the NES, but the release of Super Off-Road more than makes up for it! The graphics capture the coin-op almost perfectly with the minimum of flicker, and the gameplay's pretty decent as well, particularly

in two-player mode. Super Off-Road is a tad on the slow side though, and the nitros aren't quite as effective as they should be. Still, not to worry though, because Super Off-Road is still a fine racer. RC Pro Am still ranks as the





SPEED SHOP CUSTOMISATION

Take your prize winnings (and your truck) to the acceleration. New tires are just the ticket for improving from particularly nasty jumps 'n' bumps.



NINTENDO





This multi-play pretty good lau

This multi-player coin-op was a pretty good laugh in the arcades, and 'm pleased to see that all the thrills and spills of the original have been captured in this excellent conversion. As a one-player game it is challenging and addictive - especially later on when those computer drivers start cetting mean! Super Off-Road

COMMENT

rasily comes into its own, though, when the players, or even four players if you manage to get hold of a satellite controller when it's available later on this year) simultaneously participate - many laughs (and more than a few punch-uplay are guaranteed!

Check it out if you're after an original race game with plenty of builtin addiction - and put it right at the top of your shopping list if you get a satellite controller!





OFF-ROAD COIN-OP CONS

Leland's "fromman" Super Off-Road Riser caused quite air for the ancade scene when it was first released, and going the state of the state of the released, and going the state of the state of the property of the state of the state of the property of the state of the state of the state, a cleans if spure denig to well for your own pool, the computer racers automatically increase their performance to make the gains a tall more challenging. Also, if you've got a high score and you enter exactly the same personal details before you start racing, the coin op remembers your performance and changes the difficulty level accordingly. Pretty dirty, but?



Eight Off-Road tracks have been crammed into this NES cart, and all carry very strange names, from The Sidewinder through The Fandanguo The Big Dukes, But eight tracks doesn't only mean eight races, as you have to complete each track in the complete each track in the tracks only appear after you've completed some of the later tracks only appear after you've completed some of the earlier.



REVIEW (







PRICE: £34.99

RELEASE DATE: FEB
GAME DIFFICULTY: EASY/MED
LIVES: 1
CONTINUES: 5

SKILL LEVELS: 1 RESPONSIVENESS: FINE







PRESENTATION 90

Loads of attractive presentation screens to wade through, and the whole game oozes quality.

RAPHICS

839

As close to the arcade as you can imagine, with great tracks and fluid animation on the trucks.

50UNU

A great variety of tunes and spot effects.

PLAYABILITY 85

A bit on the slow side, but Super Off-Road is

unsurpassed with two (or more) players!

Eight tracks doesn't sound like much, but there's plenty of different races and the multi-player game to sustain interest.

DVERALL 84%

If you're a Nintendo owner on the lookout for a multi-player Super Sprint-type game - this is the one!



バイブドリーム

yes, another game that casts you as a plumber but this time there aren't any mushrooms in sight The dide as to lay down sections of pipe and guide the flow of a repulsive substance called Flooz. On the lef of the screen is the plumber's bag which shows the on the screen is the plumber's pag which shows the next five pipe segments as they will appear. The most points are gained by making loops - the more complicated the better! Later levels include dead squares, vats, and fish, with the Flooz increasing speed all the time. A password system enables the player to reenter the game at more advanced stages.

PRESENTATION PLAYABILITY LASTABILITY **OVERALL**







he world-famous web-slinger is back in town - and angry. His wife, Mary Jane, has been kidnapped by some heavies, and he's got to rescue her! This means battling through hordes of bad guys to the head honcho of each level: Mysterio, the Green Goblin, and the Scorpion are among these.

The stages vary in their layout: the first is a horizontally-scrolling fight through an alleyway, the second a vertical trip up the side of a building. Spidev can jump, punch, kick, crouch, and swing from webs. as well as spin them to keep the enemy at a distance

Filled with an amazing number of TM's, the manual is informative and helpfully presented. Do you fancy vourself as a wall crawler?

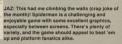


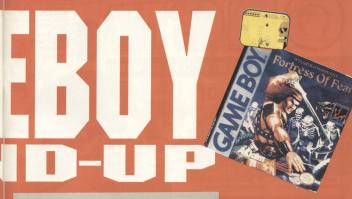
PRESENTATION **GRAPHICS** SOUND PLAYABILITY LASTABILITY **OVERALL**

92% 87% 82% 84% 81% 85%



MATT: This game impresses from the start with its incredible intro graphics. Luckily the rest of the game maintains these high standards. It's definitely a worthwhile purchase, with the different playing styles and clever intermission sequences. Great stuff!







73%

79%

84%

82%

78%

80%

Everybody in the Western world knows who PacMan is - that yellow blob who's only purpose in life is to eat smaller blobs and avoid ghosts. A huge hit in the arcades about a thousand years ago, its addictiveness and cuteness have assured it a place in modern folklore.

The Gameboy version is a faithful replica of the coin-op, with one rappor difference (agant from the lack of colour) - the play area can be shown in two different ways: either as a full-screem node, with small sprites, or in a magnified mode that only displays a section of the play area, but in much clearer detail. Starting with three lives, PacMan clears each screen of the small dost to progress to the next - large blobs make PacMan invulnerable for a short while, so it's the best time to much dots and ghosts.

PRESENTATION GRAPHICS SOUND PLAYABILITY LASTABILITY OVERALL game really cuts the mustard any more; it's certainly a classic, but the gameplay never varies and the graphics, while accurate, don't stretch the capabilities of the Gameboy at all. The choice of screen all. The choice of screen to the control of the control, it's worth a look.

JAZ: PacMan's simple

MATT: I don't think this

JAZ: PacMan's simple gameplay makes it an ideal arcade conversion for the Gameboy. The two screen modes is an excellent idea, and since this version packs all the features of the coin-op (including the internission screens), PacMan fans are bound to go nuts over it.

Also known as Wirard's and Warrors, FOF follows. Ahea story of Kuroa, an one sweet welding warror determined to destroy the Wirard Malki's and rescue the Princess Edine From the fortness of the title. Set over four levels, FOF is a horsorially-scrolling platform arcade adventure (plevel), with Kuros deteating foes, collecting keys and gems, and leaping from platform to platform. The keys open chests which reveal spells, these have detices such as high three platforms of the control of the complete platform and the control of the complete platform of the control of the control of platforms of pla

 PRESENTATION
 84%

 GRAPHICS
 80%

 SOUND
 75%

 PLAYABILITY
 82%

 LASTABILITY
 74%

 OVERALL
 80%

MATT: This is something of a disappointment, simply because the excellent graphics are ruined by the bad blurring caused by the scrolling. It do shame, as otherwise FOF is of a high quality, combining strategy with arcade action. I'd say it's worth checking out if you like this sort of game, but bear in midd the blurring.

JAZ: It's a shame that this reatures such burry scrolling, because otherwise it's a great game. The difficulty level is nicely pitched and there's plenty of challenge - give it a go.





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A new role-playing arcade adventure appearing soon on the Sega is Heroes of the Lance, based on the massive-selling TSR role-playing board game series and featuring all the characters from the popular Dragonlance fantasy books.

The object is to guide a band of eight travellers around the landscape, solving puzzles and fighting the mythical beasts that get in your way.

Each character has a special ability, and as a whole the party is powerful - when they start getting killed off, however, the game becomes increasingly more difficult.

more difficult:
Heroes of the Lance proved to be a big success
when it was isunched by US Gold on computer
formats, and the Soga version looks like it'll do just as
well. The graphes are excellent, and there's enough
depth in there to keep players happy for months. We'll
be reviewing it as soon as it's ready -so if you're an
arcade adventurer, keep you're ys peeled.

Oo-er. It's a gribbly blue thing.





HER

OF

LAI

THE CHARACTERS

Heroes of the Lance features eight different characters for you to control. There's Goldmoon, a chiefitain's daughter blessed with special healing skills, Riverwind, an expert lighter who's Goldmoon's lover, Sturm, another lighter, Caramon a warrior, Tanis, leader of the band, Tasslehoff, a thief, and Flint, an axe-lobbing dware.

Sturm - strong, tough and smelly.



r than Oz's new unde

Press Button



SEGA



OES THE VCE























eaderboard, the classic computer golf game first eaderboard, the classic company go. versions of the game were released over the following years, and the last and arguably the best one, World Class Leaderboard, is to soon appear on the Sega.

One to four players can participate in an 18-hole round, and the object is simply to hole the ball within the least possible shots. The courses are fiendishly designed, with lakes, bunkers and forests conspiring to make play as difficult as possible.

Featuring great graphics and some neat golfer animation, World Class Leaderboard is a fine golf simulation which is bound to appeal to fans of the sport.







GAME GEAR TOO!

World Class Leaderboard is soon to appear on Sega's new portable machine, the Game Gear. First impressions reveal that it's a pixel-perfect copy of the Master System version, containing all its thrills and spills. Here's an exclusive early development shot for you to have a look at - it's looking good, isn't it?







RAVEN GAMES LONDON

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WHAT DID THEY GET FOR CHRISTMAS If you're wordering what Santa Brought the juvenile team for Christmas, worder no longor. One of his like.

If you're wondering what Santa brought the juvenile team for Christinas, wonder no longer. One of his little juxes (and we're not taking about hicky Hemming pines (and we're not taking about hicky Hemming here) revealed that a Super Famicom went location Jaz Rapia (the Ludry swint). Matt was the recipient of a fine leather motorcycle jacket and a variety of CDs, Cg at some socks, underwear, aftershave and a Janet Jackson video (how boring can you get) and young Gaz got nothing.

GAMEBOY OFF TO WAR

The Pentagon in the United States seconity sanctioned a motion to send crateloads of Clamethoys to the trooped and to the trooped and to the trooped and t

SEGA PIRACY

Following on from the Nintendo multi-game printle cartridge story that I uncovered a couple of months ago, I've now bound out that there are similar Megadrive cartridges available from unsorupious prates in the terast. Four games appear on one cartridge- one has Strider, Super Monaco GP. Super Shinobi and Golden Axe, while arrother features Truston, Forgotten Worlds and Thunderforce II and IIII Not bad, but these things are highly liegal and bringing such a cartridge into the country is a criminal offence.

BETTY BOO - DOIN' THE

In a pre-Christmas issue of swingsome Smash Hits magazine, sexy pop siren Betty Boo revealed that she was secretly hankering after a Sega Master System! Why? So she can play her favourite game, Chase HQ, of course!



BY: ACCIDENT RICE: NEGOTIATE

RELEASE DATE: OUT NOW
GAME DIFFICULTY: SOFT
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: FAST







RESENTATION 69%

Generally unkempt and untidy, but occasionally makes the effort when "clients" are involved...

Not exactly an artiste, but very good at drawing the facts 'n' figures on the

69%

advertising board.

720/

A very, very loud and raucous Irish accent. And that's when she's NOT shouting.

YABILIIY 92%

Plenty to get your teeth into, and it takes a truly expert player to explore the depths on offer.

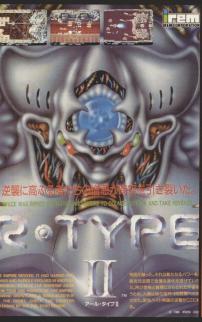
ASTABILITY 90%

Loads and loads - your joystick will never be the same again...

OVERALL 85%

Plenty of fun and entertainment on offer - just don't be put off by the loud sound and robust looks.

NEXT MONTH



IF YOU THOUGHT THAT MICKEY MOUSE ON THE SEGA MASTER SYSTEM WAS GOOD - WAIT UNTIL YOU SEE THE MEGADRIVE VERSION! WE'LL BE GIVING IT THE FULL MEAN MACHINES TREATMENT WHEN WE REVIEW IT NEXT MONTH!

ALSO

WE'LL BE RUNNING IN-DEPTH REVIEWS OF THE LATEST SEGA, MEGADRIVE AND NINTENDO GAMES - SOME OF THEM ARE UTTERLY INCREDIBLE. WHICH ONES? WELL, WAIT FOUR WEEKS AND WE'LL TELL YOU!

PLUS

MORE SUPER WHOPPA TIPS, A HELPLINE SPECIAL AND OODLES OF Q+A FANTASTIC COMPETITIONS WITH MORE AMAZING PRIZES TO WIN! MORE OUTLANDISH YOB! LOADS OF MEGA PREVIEWS ALL THE LATEST GAMEBOY STUFF THE HOTTEST NEWS FROM HOME AND ABROAD AND THE ALL-NEW CHARTS (HONEST!)

MAKE SURE YOU DON'T MISS IT - GET TO THE NEWSAGENT EARLY, OR BOOK A COPY BEFORE THEY ALL SELL OUT!

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